

BEGIN CHESS

MANUEL AARON

Begin Chess

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A. Introduction by the author

Foreword

This book is a collection of articles for beginners published in Chess Mate during 1989-1997. The objectives of these articles were to make the beginner a more knowledgeable and better player. They showed the beginner how to avoid common mistakes and gave him a good understanding of the Laws of Chess.

Each such article in a particular month did not necessarily concentrate on one particular theme at a time as a book usually does. For example, in one article there might be explanations and illustrations of the pin motif in chess. That same article may also contain a small bit on the pawn ending or queen ending. The idea of each article was to give the beginner different interesting things in chess so that his interest was heightened and he did not view chess as a dull and tedious game.

After going through this book, no player will remain a beginner. The basic principles of the opening, the middle-game motifs and various endings explained in different sectors of this book would ensure that he plays a decent game and he makes his move after logical thinking.

However, despite all the explanations and annotations, unknown situations will arise over the board. The variety of tactical motifs and the hundreds of intricate combinations that abound in chess can still puzzle and worry a player. In such a position the player should recall the basic principles and do his best to tackle the situation. Sometimes, he might still fail. This should not be viewed as a failure but as an opportunity to learn something hitherto unknown.

Consult a stronger player and find the way to master the situation.

Good Luck!

Manuel Aaron

Chapter One

Chess For Beginners

It is presumed that the student already knows how the pieces in a game of chess move. In case this is not known, he may go through the 'Laws of Chess', which is available for free download from FIDE's website www.chessdaily.com.

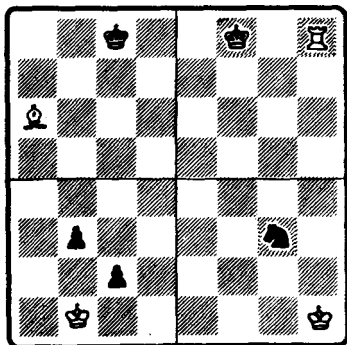
How Chess is played:

After you know how every piece and pawn moves in a game of chess it is time to start playing a game.

Before you start, check whether the right hand corner square of the board is a white square. It should not be a dark square. Also, it is easy to make a mistake putting the king in the Queen's initial position and vice versa. Always remember that when the game begins the white queen is on a white square and the black queen is on a black square.

In chess, the player with the white pieces always moves first and makes the first move. Then black makes his first move and the game proceeds with the players moving alternately. No player may move twice in succession, or pass his move. Captures are not compulsory.

Checking the King:



What is 'checking' the king? When the king is attacked by an enemy pawn or piece it is said to be under check. Four examples of checks are given in the diagram above.

When a king is under check, it should be either moved away or the attacking piece should be captured or the king should be shielded from attack by interposing some piece. And this has to be done in the next move itself because a king cannot be left 'on take' at anytime. If a player leaves his king on take and makes some other move, that move is illegal and according to Laws of Chess Article 7 (The touched piece) and Article 7.4 (Illegal position) that move should be retracted and another move made.

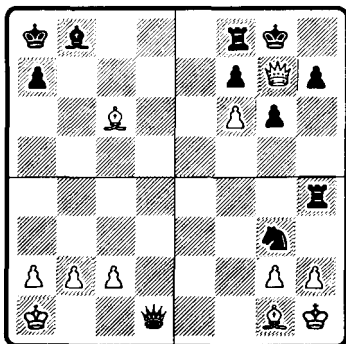
Any check must be parried by the move immediately following. If a check cannot be parried, the king is said to be checkmated, or mated, and the game ends immediately in victory for the player making the check.

Object of the game

The object in a game of chess is to checkmate the opponent's king. Examples of checkmates are given in the diagram in the next page.

At the beginning of the game the object is to place ones pieces on squares where they will exercise their power to the maximum. The pieces should be developed in such a fashion that an attack on the enemy king would be effective and lead to material advantage and checkmate. Each player safeguards his own king and attempts to weaken the defenses of the enemy king to facilitate checkmate.

Quite often a player picks on some enemy weakness, hammers away at it, wins material and uses this extra material to checkmate. During this process several exchanges of pawns and pieces also take place.

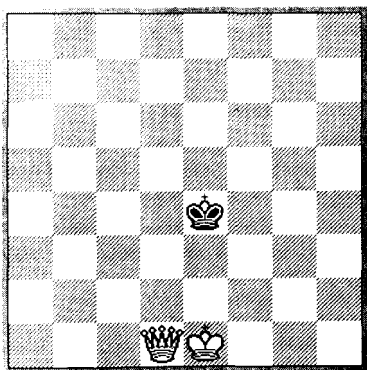


Basic Mates

The basic way to check-mate the opponent is to reduce his material to a lone king and then mate him with our own material. Some of the basic mates are given below.

Queen and King Versus King:

This is the most basic mate that a beginner should start with.



1 Qh5

Some beginners go on checking the enemy king without any plan and finally stalemate the enemy king. After the text

move the black king cannot go beyond the fifth rank.

1...Kd4

If 1...Kf4 2 Qd5! restricts the black king's freedom still further.

2 Qf5! Ke4

If 1...Ke3 2 Qg4 Kd3 3 Qf4 Kc3 4 Qe4 and the restriction process goes on.

3 Qe5 Kb4

If 3...Kd3 4 Qf4 and the black king is restricted to the first three ranks only.

4 Qd5 Ka4

If 4...Kc3 5 Kd1 Kb4 6 Kc2 Ka4 7 Kc3 Ka3 8 Qb3#.

5 Qb7!

This move restricts the black king to the a-file.

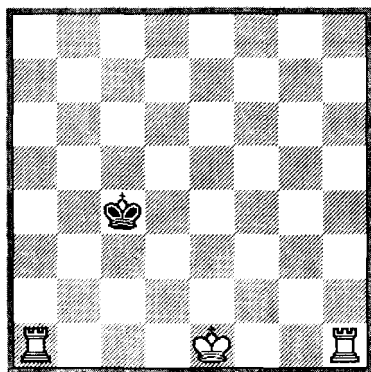
5...Ka5 6 Kd2 Ka4 7 Qb6 Ka3 8 Qb5 Ka2 9 Qb4 Ka1 10 Kc2!

The black king cannot be restricted further. If 9 Qb3?? black has no move and, as he is not under check it is a stalemate which is only a draw.

10...Ka2 11 Qb2 #

To sum up, the Queen keeps on restricting the lone king's mobility to fewer ranks and files. When the black king is finally cornered and has only two legal squares to move in, the white king moves up to help the Queen to checkmate.

King and two Rooks Versus King



This is easy and follows the same pattern of restricting the lone king and checkmating.

1 Rd1!

This restricts the black king to the a, b and c files alone.

1...Ke5 2 Rd2!

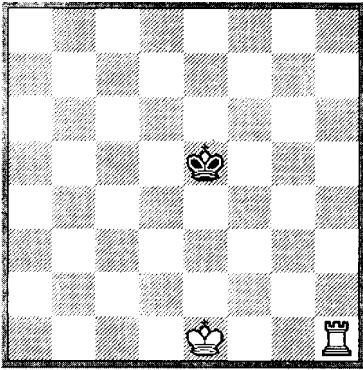
While Rd1 holds the d-file, the other rook will give check along the c-file, forcing the black king on to the b-file.

2...Kc4 3 Rc2 Kb3 4 Rc8

Now the rook on c8 holds the c-file and the rook on d1 would check along the b-file.

4...Kb2 5 Rd7 Kb3 6 Rb7 Ka4 7 Ra8#

King and Rook Versus King



This is similar to King and Queen versus King but slower as the rook is not as powerful as the queen.

1 Rh4

Restricting the black king. Note that purposeless checks would lead to waste of time only.

1...Kf5 2 Ke2 Kg5 3 Ra4

Still maintaining control over the 4th rank.

3...Kf5 4 Kc3 Ke5

If 4...Kg5 5 Rf4! and the black king is restricted to the g and h files alone.

5 Ra5 Kd6 6 Ke4

While the rook holds off the fifth rank, the white king moves up to help the rook push back the black king further. This process is repeated at every stage.

6...Kc6 7 Kd4 Kb6

If 7...Kd6 8 Ra6 and the black king is further pushed back. But now a new cut off restricts the black king further.

8 Rc5! Kb7 9 Kd5 Kb6 10 Rc1 Kb7

If 10...Kb5 11 Rb1.

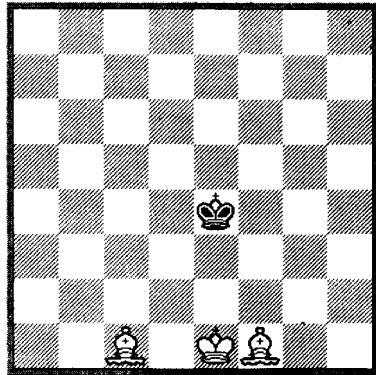
11 Rc6! Kb8 12 Kd6 Kb7 13 Rc1 Kb8 14 Kd7 Kb7 15 Rb1 Ka6 16 Kc7 Ka5 17 Kc6 Ka4 18 Kc5 Ka3 19 Kc4 Ka2 20 Rb8 Ka3 21 Rb7!

If 21 Kc3 Ka4 and the mating position is averted. This waiting move brings the black king where it is required. If now 21...Ka4 22 Ra7#

21...Ka2 22 Kc3 Ka1 23 Kc2 Ka2 24 Ra7#

There are shorter ways to mate but the above process explains the restriction and advancing process beautifully.

King and two Bishops Versus King



This is not so easy but it follows the same pattern of restricting the enemy and advancing on him step by step.

1 Bd2 Kd4 2 Kf2

The two bishops are covering the a5-e1 and a6-f1 diagonals

2...Kc5 3 Ke3

With the two bishops holding adjacent diagonals the white king moves up to restrict the black king.

3...Kb6 4 Kd4 Kc6 5 Bb4 Kb6 6 Kd5 Kb7 7 Bc5

Now the two bishops cover a7-g1 and a6-f1 diagonals.

7...Kc7 8 Bb5 Kb7 9 Kd6 Kc8 10 Bb6 Kb7 11 Ba5 Kc8 12 Ke7 Kb7 13 Kd7 Kb8 14 Bc7 Kb7 15 Kd8 Ka7 16 Kc8 Ka8 17 Bg3 Ka7 18 Bf2 Ka8 19 Bc6#.

Chapter Two

Relative value of the pieces

The object in a game is to checkmate the opponent's king. Since this could generally be done when one player has more material on the board than his opponent, a player should know the relative value of the pieces.

The most powerful piece in chess is the Queen. The second powerful piece is the Rook. The Queen and Rooks are known as the 'Major pieces'. The Bishop and Knight are approximately equal. Both of them are weaker than the rook but stronger than the pawn which is the weakest on the board. Bishops and knights are known as 'Minor pieces'.

The relative value of the pieces could be expressed in terms of pawns:

Queen = 9 pawns

Rook = 5 pawns

Bishop = 3 pawns

Knight = 3 pawns

With the above equivalents in mind, other equations could be worked out. Some are:

Queen + Pawn = Two Rooks

Bishop + Two Pawns = One Rook

Queen = Two knights + Bishop.

If you exchange your Queen for your opponent's queen, it is just an exchange. But if you exchange a knight and bishop for your opponent's Queen, you have gained considerably as your knight and bishop put together are equal to six pawns whereas your opponent's Queen is equal to nine pawns.

If you exchange your bishop for your opponent's rook, you have gained, because your bishop is worth three pawns (some even put a bishop or knight as equal to 3.5 pawns) against the rook which is equivalent to five pawns. A player who exchanges his bishop or knight for his opponent's rook is said to have "Won the exchange" whereas the player who exchanges his rook for a minor piece is said to have "lost the exchange".

A queen derives its powers by its ability to move like a rook and like a bishop. A queen placed in the centre of an open chess board controls 27 squares while a rook controls 14 squares.

The bishop and knight are approximately equal. The bishop controls 13 squares from the centre of the board whereas the knight controls only eight squares. Yet these two pieces are considered approximately equal because the bishop is restricted to squares of one colour whereas the knight can reach any square of the chess board and also jump over other pieces. In closed or blocked positions, the knights become very powerful.

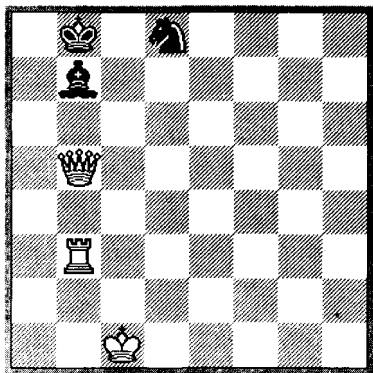
However, if two bishops are pitted against two knights in an open position, the bishops are superior because, side by side, the two bishops would control vital squares over which the knights may not cross.

A pawn controls only two squares and is the least in value. Because of this, the pawn is used in assaults against the enemy positions and as protection for its own king. The potential of pawns in the endgame is great as only they could be promoted to Queens on reaching the eighth rank.

Exchange of Pieces

Once we know the relative value of the pieces, the rules for exchanging becomes easier to understand. Obviously, a Queen should not be exchanged for a rook, or a rook for a knight, or a bishop for a pawn. If you exchange queen for a queen, a rook for a rook, a bishop for a bishop (or knight), a pawn for a pawn, the result is equal.

Make sure that when you exchange pieces you do not lose material. To capture a bishop, for example, you can give up your bishop or knight which will make the transaction equal. But if you capture the bishop by giving up your pawn, it is a gainful transaction and if you give up your rook or queen for the enemy bishop it is a losing transaction. Let us examine the two positions in the diagram below.

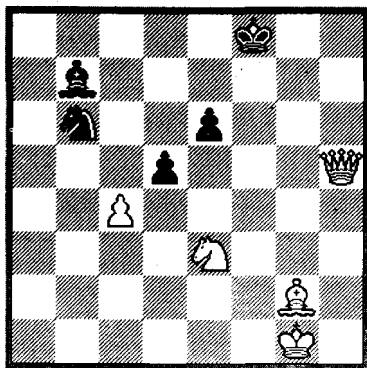


In position 'A' white to play continued 1 Qxb7 Nxb7 2 Rxb7. As a result he has given up his queen (= 9 pawns) for Bishop and Knight (3+3=6 pawns). Clearly, this is a losing transaction.

In position 'B' the rook is in front of the queen and now 1 Rxh4 Nxh4 2 Qxh4 is a gainful transaction as white has given up his rook (5 pawns) for knight and bishop (3+3=6 pawns).

Captures and recaptures are usually made by keeping the values of the pieces in mind.

Consider the diagram below.



White must start the exchange on d5 with his least valued force, the pawn. If he played 1 Qxd5? exd5 and white would get only two pawns for his queen which would be a loss for him. Therefore, to win material white must start the exchange on d5 with his pawn, then with his bishop, then knight and finally queen. 1 cxd5 exd5 2 Bxd5 Bxd5 3 Nxd5 Nxd5 4 Qxd5.

To decide whether material (pawn or piece) could be won by a series of exchanges on one square a player should count the number of units attacking that square and the number of units defending that square. If the attacker must win material he must have one attacking unit more than the number of defending units.

In the above diagram white has four units (pawn, bishop, knight and queen) attacking d5 while black has only three units (pawn, knight and bishop) in defense. White could therefore win material by capturing on the d5 square judiciously.

Material Advantage Wins

Material advantage is the most important factor in winning at chess. It is possible to gain (or lose!) material in a variety of ways. A player may capture an unprotected piece or make a profitable exchange or accept a worthless sacrifice by the opponent or make double threats only one of which could be parried. A player who has a material advantage (even one extra pawn is a material advantage) should win the game. The object of all attacking play is to mate the opponents king or gain material advantage. Often, an extra pawn is sufficient to win. If the material advantage is more than a pawn it is usually an overwhelming advantage.

A player who has, say, gained an extra knight, should use that knight to win more material or exchange off all material so that the extra knight is supreme in the simplified position. Once material gain has been attained, simplify the position so that you could reach any of the basic mates described in the previous chapter.

An experienced player, resigns the game when he loses, or is threatened with the loss of, decisive material in a game against another

equally experienced player. However, in a game between two newcomers to the game, the loss of a knight or bishop is only small incident in the game and they carry on. Sometimes the other player becomes generous and gives back the material or blunders it away and the game swings back and forth. Such games give the players much enjoyment and a lot of experiences which might turn them into strong players in the future. Your objective should be to checkmate the enemy king or gain material which would gradually lead to checkmate.

Therefore, do not lose material yourself. Before you pick up a piece to place it on any square, make sure that no enemy pawn is attacking that square. Remember, a piece which is touched must be moved. Article 7 in the laws of Chess stipulates that if a player touches one of his own men he must move it, and if he touches one of his opponents men he must capture it provided the move or the capture is legal. If illegal, there is no penalty.

If a chess piece is to be adjusted on a square one must first say "I adjust" and then only adjust. Such adjustment should not be made when it is the opponent's turn to move. In a good position you may blunder away a knight or even a queen. Still, do not retract your move. Continue. If you lose, you will learn a lesson and play more carefully. Perhaps your opponent may also blunder back!

Chapter Three

Opening Chess Theory

Chess theory is broadly divided into three major sections. The openings, the middle-game and the end-game. Hundreds of books on chess have been published in different languages all over the world. Chess theory is nothing but the chess experiences of strong players compiled thematically and instructively. By going through books, it is possible for chess players to learn from the experiences of masters without the aid of a tutor or guide.

Rules for Openings

Players should bear in mind the following general principles during the opening phase of the game:

1. Move your central pawns to the centre of the board. Moves like 1 e4 and 1 d4 are preferable. These pawns that occupy one central square and control another central square. The four central squares in a game of chess are d4, d5, e4 and e5. Controlling the central squares is very important as play in any corner of the board could be influenced from the centre.

2. Develop knights before bishops. The best places for the knight are f3, c3, f6, c6 from where they influence the centre. But the best squares for the bishops depend on the opponent's plan.

3. Castle quickly. This connects the rooks. Bring the rooks to d1, e1, (d8, e8) from where they influence the centre.

4. Do not bring out your queen early. As it is a very powerful piece, it has to run if attacked by the enemy's less important pieces which would develop freely while the chased queen runs from square to square.

5. Do not push the edge pawns a, b, g, h, without any need as they have no bearing on the central squares.

6. Do not move the same piece twice before you have moved every other piece once. The following game was played 200 years ago!

Legal - Saint Brie
18th Century Paris

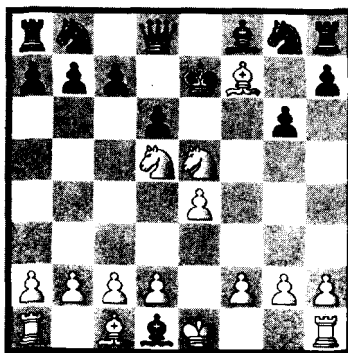
1 e4 e5 2 Bc4 d6

Better were 2...Nc6 and 2...Bc5. The text prevents the development of his f8 bishop which must find some other way of getting into the game.

3 Nf3 Bg4 4 Nc3 g6?

A question mark signifies that the move is bad. An exclamation mark signifies that the move is good. 4...Nc6 would have averted what follows.

5 Ne5!! Bd1 6 Bf7 Ke7
7 Nd5#



This is a brilliant finish exploiting the passive move (2...d6) and a non-obvious blunder 4...g6.

Let us now examine an instructive game where white breaks many opening principles and loses his queen.

1 e4 e5 2 Qh5?

This attacks the e5 pawn but breaks Rule No. 4 and brings his queen out early.

2...Nc6

Black protects his e5 pawn and develops his knight.

3 Bc4

This threatens 4 Qxf7 mate, a mate popularly known as "Fools Mate" because only a fool or a beginner could overlook this threat. Of course, now 3...Nf6?? would allow the fools mate.

3...g6

Prevents 4 Qxf7 mate.

4 Qf3

Again he threatens Qxf7 mate.

4...Nf6

Black develops another knight and wards off the threatened mate at f7.

5 Qb3?

White is a persistent devil! Seeing that he is not allowed Qxf7 mate, he wants to at least take the f7 pawn with his bishop. But this move violates Rule Nos 4 and 6. White has made three moves with his queen in the first five moves. It is asking for trouble.

5... Nd4

This breaks Rule No. 6 But chess rules are only to guide us and not to be implemented blindly. Black moves the same

knight a second time because white has violated almost all the rules after move No.1

6 Qc3

White sees that after 6 Bf7? Ke7 7 Qc4 (the only square from which the Bf7 could be protected) 7...b5! the queen is compelled to abandon support to the bishop on f7.

6...d5!

Black vigorously acts in the centre.

7 ed5 Bf5!

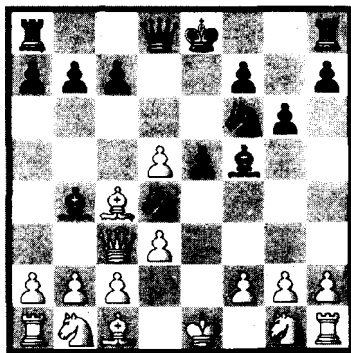
Attacking c2 two fold. White hastens to defend c2 the natural way.

8 d3

But this allows black to trap the white queen by a pin and a fork.

8...Bb4!!

Pinning the Queen.



9 Qb4 Nc2! and black won by forking the King, Queen and Rook.

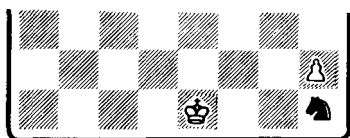
This is a good illustration of the dangers of making adventurous moves with the queen in the opening phase of the game. The Queen is too valuable to be exchanged for other pieces.

Chapter Three

Important Principles

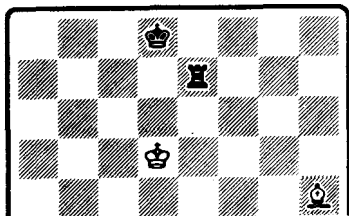
It is necessary to understand the basic principles in chess. There are many principles which a player uses during the course of a game. Often, he uses a combination of these with great effect. A student should be acquainted with these so that they become an integral part of his chess life. The most common principles are listed below.

The Trap : A piece which cannot move to any square without being captured is said to be in a trap.



In the above diagram, the black knight is trapped on h1. The white king threatens to capture it by moving Ke1-f1-g2xh1. The knight cannot escape by moving Ng3 as white's h-pawn would capture it on g3.

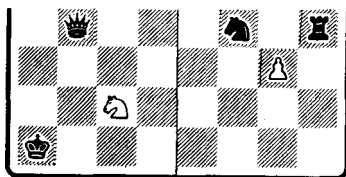
The Pin : A pin is a device to immobilise enemy pieces.



In the above diagram, the rook cannot move as its king would come under attack. White can now capture the rook and win the exchange (rook for bishop). Or, he could do still better winning a whole rook by playing Kd6 and only then Bxe7. Some beginners might play 1 Ke6 thinking that the rook is pinned.

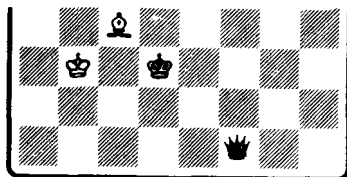
But it is illegal. The rook, or for that matter any piece, retains its checking power even when pinned. A piece (in the above diagram, the rook) which is pinned against its king loses only its mobility.

The fork : A fork is a simultaneous attack on two pieces. Two examples of forks are shown below.



In 'A' the knight is forking the king and queen. After the king moves, the knight will capture the queen. In 'B' the pawn is forking the knight and the rook. Only one of them could be saved and the other would be captured by the pawn. The fork is essentially a double attack.

The skewer : The skewer occurs when the king is attacked and a piece behind it, on either a row or a diagonal, is captured after the king moves away.



The king is under check. After it moves, white plays Bxf1 winning the

queen. We shall give more such examples of devices used in a chess game in future instalments. In the last instalment, we gave the principles of Openings. Here is an illustrative game

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 d3

So far everything is normal with both players playing according to classical principles controlling the centre. But now, black diverges.

4...Nge7?

Normal here is 4...Nf6 from where the knight would control two central squares.

5 Ng5!

White breaks the opening principle of moving the same piece twice before moving every other piece once, but here he is right as black has not played the knight to the best square- f6- on the previous move.

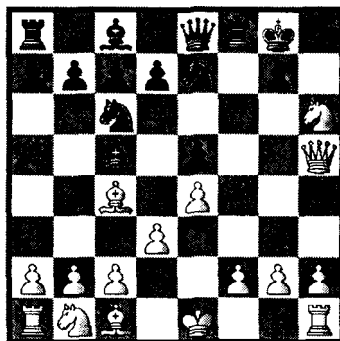
5...0-0 6 Qh5!

This move would not have been possible had black played 4...Nf6.

6...h6 7 Nf7 Qe8

8 Nh6

This move is a discovered double check. A discovered check is more dangerous than an ordinary check. The discovering piece (here it is the knight) could go to any square while the other piece checks the king, demanding immediate attention. Please see diagram below.



8...Kh7 9 Nf7

Again it is a discovered check.

9...Kg8

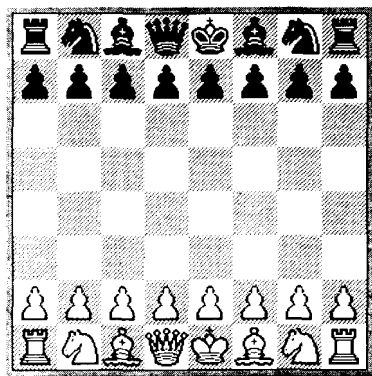
We have reached the same position which was reached after black's seventh move except that black's h6 pawn is no longer on the board.

10 Qh8 mate.

Chapter Four

The Two Sides

The Chess board is divided vertically into two parts for the purpose of easily identifying sections of the board and in describing the scene of activities. The King and Queen lend their names to the two sides of the chess board as shown below.



White pieces on a1, b1, c1, squares are known as the Queen's rook, queen's knight and queen's bishop. Similarly, the black pieces on the squares a8, b8, and c8 are also known as the queens rook, queen's knight and queen's bishop. The white pieces on f1, g1 and h1 are known as white's king's bishop, king's knight and king's rook. When a player castles on the King-side, that move is designated as 0-0 as there are two squares between the king and the King's rook. But when castling is done on the queen side, it is designated as 0-0-0 as there are three squares between the king and the queen's rook.

Castle Early

One of the good principles in openings is to castle as early as possible. Castling takes the king to a comparatively safe corner of the board and brings the rooks to the centre from where they exercise great influence. If castling is delayed, it is possible for the opponent to attack the king on its original square in the centre and permanently prevent it from reaching a safe corner. A king is generally vulnerable in the centre. If a king is stranded in the centre, it would prevent his own rook from being developed at the ideal central squares d1 and e1 (d8 and e8 for black) and seriously hinder smooth development of the other pieces. To illustrate the need for early castling, we give below a game played by the brilliant American from the 19th Century, Paul Morphy.

Morphy- Leichtenheim

New York 1857

1 e4 e5 2 f4

This is the King's Gambit which was very popular in the 19th century.

2...ef4

The King's Gambit Accepted.

3 Nf3 d5 4 ed5 Be7

Nowadays we know that 4...Bd6 and 4...Qd5 are stronger.

5 Bb5 c6 6 dc6 bc6 7 Bc4 Bh4 8 g3!

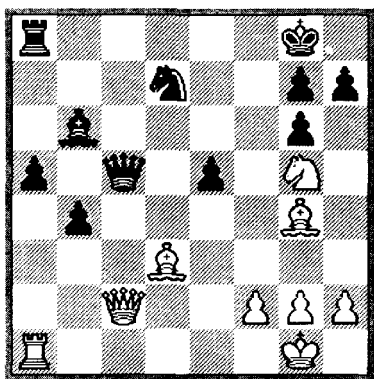
If 8 Nh4 Qh4 9 Kf1 Ne7 and black could comfortably castle while the white king is awkwardly placed at f1 blocking the development of the king's rook.

Chapter Five

Basic Tips

A Famous Mate

There is one pattern of mate which is simply brilliant. It is sometimes called the Philidor's Legacy or simply as smothered mate. The following position features this mate.



White to move

White cannot hope to achieve anything by exchanging queens in this position. White plays here **1 Qb3 Kh8** if **1... Kf8 2 Qf7 mate** **2 Nf7 Kg8 3 Nh6 Kh8 4 Qg8!!! Rg8 5 Nf7 mate**. A beautiful mate where all the neighbouring squares of the black king are occupied by its own pieces and the white knight.

This mate could occur in actual play in similar positions and it pays to be familiar with this mating pattern.

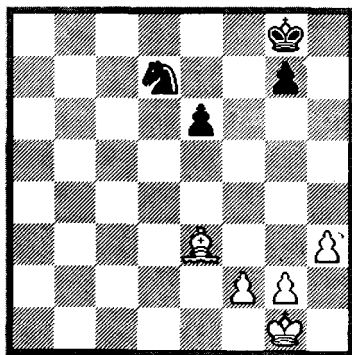
Take another look at the diagram. If it had been black's move, he could have exchanged pieces and easily won as he has one bishop and three pawns more than white. Black's mistake was in ac-

cumulating material ignoring white's threat.

To win a game, one has to win material. But all the time, while winning material one should watch for combinations that the opponents may spring as white did from the diagrammed position.

If Materially Ahead, Exchange!

When a player has extra material he should exchange queen for queen, rook for rook and minor piece (knight, bishop) for minor piece. In the diagrammed position, if it had been black's turn to move and he had regularly and wisely exchanged pieces on an equal basis, there would be finally a lone white king against black's 3 pawns and one bishop left on the board. And that would be enough for black to win. Let us examine a simpler position.



In this position, if the Knight and Bishop are taken off the board white would have three pawns against black's two pawns. Such simple pawn endings could be won with

careful play, the plan being to bring the king forward without pushing the pawns:

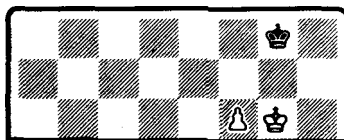
1 Kh2 Kf7 2 Kg3 Kf6 3 Kf4 g6

If 3...e5 4 Kg4 g6 (4...Kg6 5 h4 Kf6 6 h5 and black must allow the victorious Kg5) 5 h4 Kf7 6 Kg5 Kg7 7 f3 and the white king will enter either f6 or h6 and win, e.g., 7...Kf7 8 Kh6 Kf6 9 g4 Kf7 10 g5 and white captures the g6 pawn. Or, if 3...g5 4 Ke4 e5 5 Kd5 Kf5 6 g3 Kf6 (6...e4 7 Kd4 and the e-pawn falls) 7 g4 and white captures the e-pawn.

4 h4 Kf7 5 Ke5 Ke7 6 g4 Kf7 7 g5 Ke7 8 f4 Kf7 9 Kd6 and white captures e6 next.

Now, let us get back to the diagram. As exchanging his knight for the bishop would lose the resultant King and Pawn ending, black should exchange pawns. Let us assume that black manages to exchange his e and g pawns for white's f and g pawns. Then white would have a bishop and h pawn against black's lone knight. In such a position black could draw by exchanging his knight for the last white pawn as white's lone bishop cannot mate. The least unit of material that a player can win is a pawn. After ex-

changing off all material, if a player is left with a king and pawn against a lone king, he should know how to win the game with that pawn. A little carelessness could lead to draw through stalemate. Take the following position:



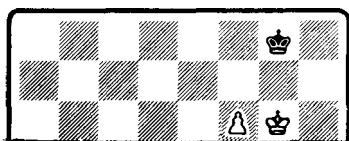
If black is to move, he plays 1...Kf8, then 2 f7 Ke7 3 Kg7 and white queens his pawn next move.

Black could also try 1...Kh8. Then a big blunder by white would be 2 f7 which is a stalemate. On 1...Kh8, White could win by: 2 Kf7 Kh7 3 Ke7 and black cannot prevent white from playing 4 f7 and 5 f8=Q.

If white is to move in the diagrammed position, it is to the advantage to the player who does not have to move first. The player who does not have to move first in such a position is known to have the 'opposition'.

Chapter Six

Elementary Items



If black is to move, and he plays 1...Kf8, then 2 f7 Ke7 3 Kg7 and white queens his pawn in the next move. Black could also try 1...Kh8. Then, a big blunder by white would be 2 f7 which is a stalemate. On 1...Kh8, white could win by: 2 Kf7 Kh7 3 Ke7 and black cannot prevent white from playing 4 f7 and 5 f8=Q.

If white is to move in the diagrammed position, it is only a draw: 1 f7 Kf8 2 Kf8 Stalemate. We, therefore, find that in the diagrammed position, it is to the advantage of the player who does not have to move first. The player who does not have to move first in such a position is known to have the 'opposition'. If white is to move first, black has the 'opposition' and if black is to move first, then white has the 'opposition'.

Castling

Some clauses of Article 5.1 (b) from the Laws of Chess are interesting:

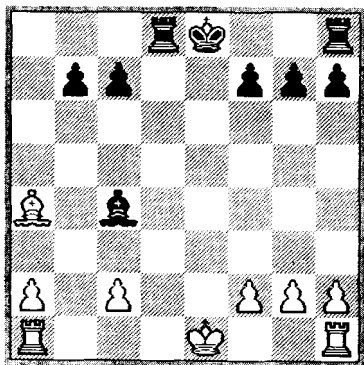
(b) Castling is a move of the king and either rook, counting as a single move of the king and executed as follows: the king is transferred from its original squares toward either rook on the same rank; then that rook is transferred over the king to the square the king has just crossed.

(c) If a player touches a rook and then the king, he may not castle with that rook and the situation will be governed by Articles 7.2 and 7.3.

(e) Castling is illegal if (i) the king has already been moved or (ii) with a rook that has already been moved.

(f) Castling is prevented for the time being (i) if the king's original square which the king must cross over or that which it is to occupy is attacked by an opponent's piece or (ii) if there is any piece between the king and the rook with which castling is to be effected.

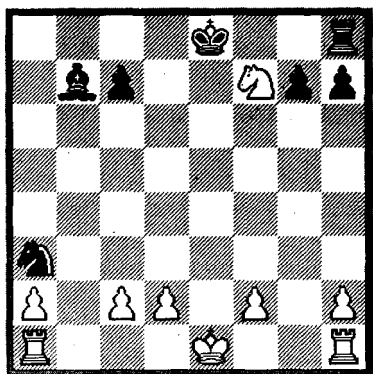
In the diagram below, both kings cannot castle:



And in the diagram below, both kings could castle:

See diagram

It is important to know all the Laws of Chess in order to save oneself unnecessary



White mates in half a move! The solution is given at the end of the article.

The Pin

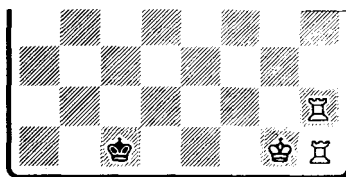
A piece or pawn which is pinned against its king is totally immobilised. A pin is very common in a game of chess and has myriad ways in chess tactics. Seven positions are given below.

In case white to play mates in one move thanks to a pin. Solutions are given at the end of the chapter.

arguments with another beginner. It is better to have a copy of the Laws of Chess with you when you sit to play another player who himself may have only vague ideas of the Laws of Chess but still states them with authority and a banging of the table. For example, if during a game, it is found that the board has been placed with the corner square to the right of each player being black, instead of white (which is correct), what will you do? Annul the game and play another?

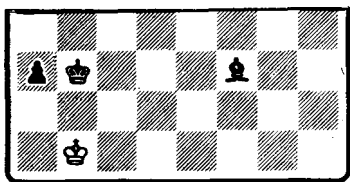
For an answer to this question, please refer to Article 8.7 in the Laws of Chess. I guess that even experienced players will give wrong answers! Check Solutions at www.chessdaily.com

Now for a small chess joke. In the diagrammed position, white to play mates in half a move!



A Bishop and Pawn Ending

A simple ending which is an incredible draw is when a rook pawn (a or h pawn) plus a bishop of the wrong colour cannot win against a lone king which controls the queening square. If the bishop is of the same colour as the queening square, then it is a simple win. If not, it is a draw. Please see the diagram below.



This position is a draw, because the white king cannot be dislodged from control of a1 which is the queening square. The queening square is black but black's bishop runs on white squares. The best that black can do is stalemate the white king.

1 **Ka1 Kc3** (1...a2 is immediately stalemate) 2 **Ka2 Kb4** 3 **Kb1** (or even Ka1, it makes no difference)

3.. **Be4** 4 **Ka1 Kb3** stalemate.

Thirty years ago (in 1960), I was playing with a few chess lovers in the Madras YMCA. They took back moves (illegal, but people do not bother about such things in friendly games!) but I did not. Finally, we reached a position as in the diagram and I announced it was a draw. "You may be National Champion, but a bishop is a bishop!!", they chortled and proceeded to stalemate me in a variety of ways before agreeing reluctantly that a National Champion is a National Champion!

Solutions

Mate in half a move: White has started castling on the king side and has played K(e1) to g1. Only half of the move is completed. The other half of the move is to bring the rook on h1 to f1 when it is a mate!
Pins: A | Rc8#. B | g6#. C | Ra3#. D | Re1#. E | Qc8#. F | Qh7#. G | Rd4#.

Chapter Seven

Common Mistakes

Favourite Mistake with the f-pawn

Every player has some 'favourite' mistake which he commits again and again. The difficulty lies in identifying which is the favourite mistake. Once the mistake is identified, perhaps with the help of a friend, and once a conscious attempt is made to eliminate the favourite mistake (also known in theoretical circles as typical mistake) a player progresses. Almost every beginner falls into a trap on the king-side in the opening by moving his f-pawn.

The f-pawn is the only pawn on the board which, in the initial position, is protected only by its king. All other pawns are protected by other pieces. One has to be very cautious while moving the f-pawn as the enemy queen could attack the king swiftly along the e1-h4 or e8-h5 diagonals. Let us take a good example.

1 e4 e5 2 Nf3 Nc6 3 d4 Nd4?

3... e4 is normal but black wants to know what is wrong with this move.

4 Ne5 Ne6

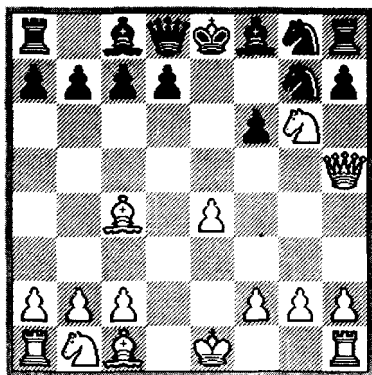
Back to c6 would have been better. At e6, the knight obstructs his own bishop on c8.

5 Bc4 f6??

I have mentioned earlier that the best square for the knights are the c3, c6, f3, f6 squares. Now, if a pawn occupies f6, how could the black knight be developed there? Naturally, the Ng8 would have to be developed at a less successful square like e7. Better were 5...d6 and 5...Nf6.

6 Qh5! g6 7 Ng6 Ng7

Of course, if he captures the knight with 7...hg6, then 8 Qh8 white captures the rook.



8 Bf7!!

A brilliant move, drawing the king into a double check. The simple 8...Nh8 would lose the Queen after 9 Nh5.

8...Kf7 9 Ne5!!

9 Nh8 would win the exchange (rook for knight) but there would be no immediate victory. 9 Ne5!! leads to forced mate.

9... Ke7

If 9...Ke6 10 Qf7! Ke5 [10...Kd6 11 Nc4 leads to the same variation as in the game] 11 Qd5#

10 Qf7 Kd6 11 Ne4 Kc5

If 11...Kc6 12 Qd5#

12 Qd5 Kb4 13 c3 Ka4 14 b3#

Moving the f-pawn in the opening can also lead to lack of development as it does

not help in developing any bishop. The opponent will be able to take advantage of his lead in development and attack the king as in the following example.

1 c4

This is known as the English Opening. We do not recommend this to players who have taken to this game recently. It is slow in development and requires positional insight which needs experience.

1...Nf6 2 Nc3 e6 3 e4 c5! 4 f4

If 4 e5? Ng8 and black gets an excellent game by attacking the advanced e-pawn by ...Nc6 and ...d6. But this combination of moving the c and f pawns is always of dubious merit as shown in this game and countless others.

4...Nc6 5 Nf3

Again, if 5 e5?! Ng8 6 Nf3 d6! and the white position is riddled with gaping holes.

5...d5! 6 e5 Ng4! 7 cd5 ed5 8 Qb3?

This breaks the opening principle "Do not bring out the Queen early" and white pays the penalty. White should complete development by 8 d3 and 9 Be2.

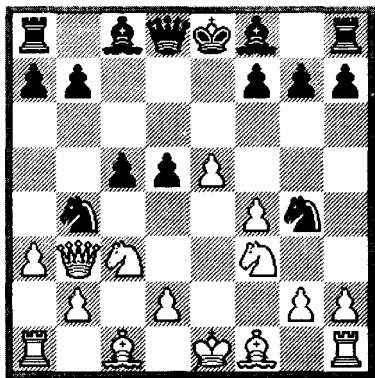
8...Nb4!

If your opponent has broken the opening principles, you could also break them to your advantage! Here, the two black knights have

moved twice while their two bishops are yet to be developed. But black's pieces are moving to good position.

9 a3?

Again 9 d3 was better.



9...c4! 10 Qa4 Bd7 11 Qd1

The only move to prevent black's 11...Nc2 winning a rook

11...Qb6!

Here black wins as his threat of 12...Qf2 can be prevented only by 12 Qe2 which allows the dreaded ...Nc2.

Therefore, before you move the f-pawn in the opening, think twice!

Chapter Eight

En Passant

The "en passant" capture:

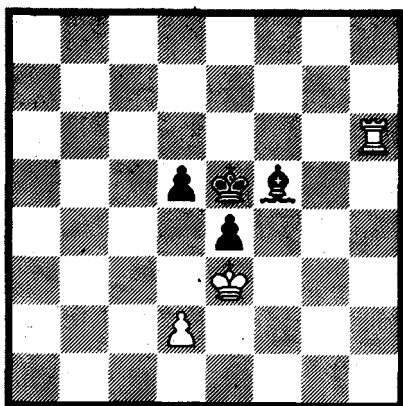
The "en passant" capture is sometimes a little unclear to players who have not been playing chess for long.

"En passant" is a French expression which means "in passing". It is often mentioned in Indian chess circles as simply "e.p." The Laws of Chess (available by free download from FIDE's website www.chessdaily.com) defines "en passant" as follows:

"5-6 (c) A pawn, attacking a square crossed by an opponent's pawn which has been advanced two squares in one move from its original square, may capture this opponent's pawn as though the latter has been moved only one square. This capture may be made only in reply to such an advance and is called an "en passant" capture.

If a black pawn is on h7 and is moved to h5, and, if there is a white pawn on g5, it could capture the black h-pawn. White merely places his g5 pawn on h6 and removes the black pawn on h5. Suppose, the black pawn was already on h6 and is moved to h5, white cannot capture it. A capture through en passant could be effected on the immediate next move, that is in reply to the two-step pawn move. It is not available after making some other move.

The diagrammed position is an example of mate being averted only because of the en passant capture.

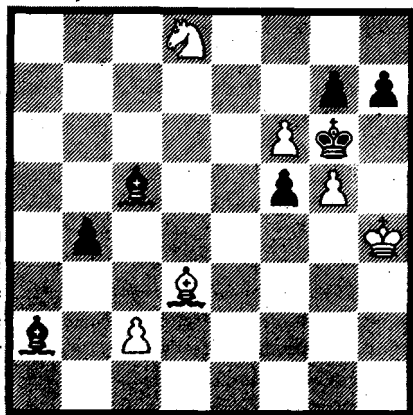


1 d4 does not mate because of 1...ed3 e.p.

Now take a look at the next diagram.

See diagram 2

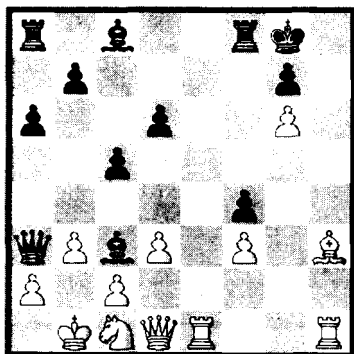
White mates in half a move!



This is a chess joke. The solution is at the end of the chapter.

Middle game Mating Patterns

There are some thematic patterns of play which could occur in our games and therefore should be recognised when they occur in practical play.



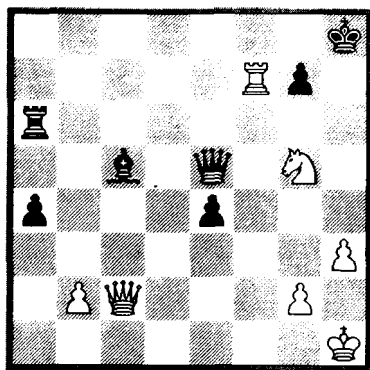
In the diagram above, white is to play and win.

If the white queen reaches the h7 square, black is mated. But white has to do this immediately as he is threatened by an unavoidable mate in one move (Qb2). White wins as follows:

1 Be6!! Be6 If 1...Rf7 2 Bf7 Kf8 3 Rh8#;
2 Rh8!! Kh8 3 Rh1 Kg8 4 Rh8! Kh8 5 Qh1 Kg8 6 Qh7#.

This series of sacrifices is known as 'line clearance sacrifices' as the bishop and two rooks sacrifice themselves to clear the way for the queen to mate on h7. Such surprising line clearance and square sacrifices abound in chess and make the game a beautiful battle of wits.

The next position is a square vacating sacrifice.

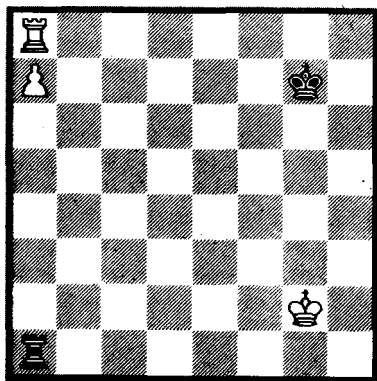


White to play and win.

A study of the position reveals that if the white rook disappeared from the board, the white knight could move to f7 forking the king and queen. This is brought about by the square vacating sacrifice:

1 Rf8! Bf8 2 Nf7 Kg8 3 Ne5 1-0.

This position is often obtained in rook and pawn endgames. Here, the white rook must vacate a8 with check or some other threat in order to queen with a7-a8.



In the diagram, this is not possible as the black king would move only between g7 and h7. If black plays his king to f6 or g6 or h6,

white would check with his rook and queen his pawn with the support of the rook. If black plays 1...Kf7, then white would play 2.Rh8! Ra7 2.Rh7 skewering the black rook. The black king is therefore confined to g7 and h7.

The only way left for white to release his rook from a8 is to protect his a7 pawn by bringing his king to b6 or b7. If white tries such a plan, black can wait till the king reaches b7, and then starts giving checks with his rook from the first rank Rb1, Ra1, Rb1, Rc1 etc. White cannot win.

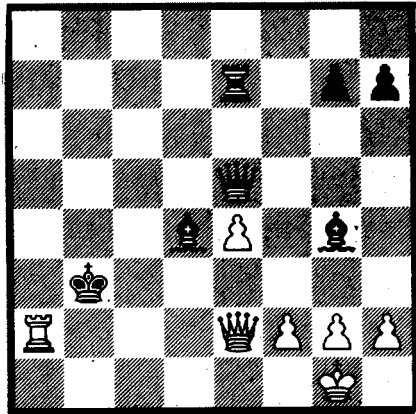
But if the black king is in some other square in the middle of the board, example, at c5, then white wins by 1.Rc8 Kb6 2.a8-Q.

In the late middle-game, with the exchanging off of the minor pieces (knights and bishops-please refer to Chapter two) the major pieces (queens and rooks) come into play. When a queen and rook combine against an exposed enemy king the result could be deadly. An example:

See diagram

White to play and win

Black has a great material advantage but his king is alone exposed and defenceless on the queen side. Whites mating pattern is instructive.



1 Qc2! Kb4 2 Ra4 Kb5 3 Qc4 Kb6 -
Ra6 Kb7 5 Qc6 Kb8 6 Ra8#

Solution to mate in half move

White has already completed half a move in the diagrammed position. The second half of the move gives mate. Remove the white pawn at f6 and place it at e5 and remove the black pawn, now at f5, and place it at f7. Thus the Bd3 is checking the black king. Black's only reply is f7-f5. Then, white has started the en passant process of putting his e5 pawn at f6 and the diagram is reached. The en passant move is completed when the black f-pawn is removed.

Therefore, the solution is to remove the black f5-pawn!

Chapter Nine

Common Mistakes

One of the important principles in the openings is 'Do not move the same piece twice before you have moved every other piece once.' Yet, beginners are eager to move the same piece many times if they are able to attack any of the opponents pieces. Here is one example.

1 e4 e5 2 d4?

This is known as the Centre Game. It is not popular with good players as the White Queen is developed early and risks being chased by the enemy pieces which would gain a lead in development

2...ed4 3 Qd4 Qf6?

This breaks the rule "Do not bring out your Queen early." The natural move for black was to play 3...Nc6 developing his queen's knight with an attack on the white queen. This would gain a tempo for black as white would have to move his queen again whereas black could develop another minor piece. If white exchanges his queens in the next move, black is okay, but white does not oblige.

4 Qe3

By not exchanging queens, white leaves the black queen on f6 which is the natural square for black's king's knight. Therefore, to develop his king's knight to f6, black would have to move his queen again. But black has other ideas.

4...Nh6?

This is a typical beginners mistake. From h6, the knight has no influence over any of the four central squares - d4, e4, d5, e5. With the queen on f6, the only square now avail-

able for the knight to develop at and from where it could have some bearing on the centre is e7. Hence black should plan to bring it out through e7. But if immediately 4...Ne7, then the black king's bishop could not get out. Therefore, the move that suggests itself is 4...Bb4. This is not such a bad move even though white could ward it off with 5 c3, because, after 5...Ba5, black threatens to play 6...Bb6 attacking the white queen forcing it to move again. Also, 4...Bb4 has made white play 5 c3 which takes away the natural square of the knight at b1.

5 Nc3 Ng4?

Black is moving the same knight a second time with all the other pieces still undeveloped; The temptation is that he is attacking the queen. The best move here is 5...Bb4 developing a piece and pinning a knight which could move to d5 with unpleasant threats to Qf6 and the pawn at c7. Obviously, black is playing without a plan. A simple white reply could now be 6 Qg3 attacking the knight and the c7 pawn. A possible continuation could be 6 Qg3 d6 7 h3 Ne5 8 f4 Ng6 9 Nf3 and white retains the option of playing Nd5 at the right moment.

However, white counter-attacks, moving his knight a second time to exploit black's early queen development.

6 Nd5!

White breaks the rule and moves the same knight a second time.

But here, he has tactical justification. He can capture on f6 with check where as black capture on e3 is without check.

6... Qc6

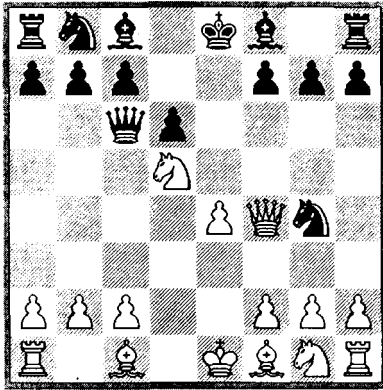
After 6...Ne3 7 Nf6 g6 8 Be3 black has isolated doubled pawns on f7 and f6 and is behind in development. Moreover, white has a pawn in the centre which black lacks.

7 Qf4!

A double attack on c7 and g4.

7...d6

This is the only black reply but it leads to a spectacular finish.



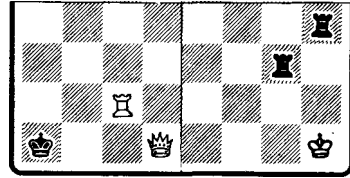
8 Bb5!!

This is a deadly pin. If now 8... Qb5, 9 Nc7 forks the king, queen and rook. Therefore, black resigned.

The moral of this game is that one should not bring out the queen early in the opening and one should not move the same piece twice before every other piece has been moved once. And, of course, principles are only for guidance and could be broken when necessary!

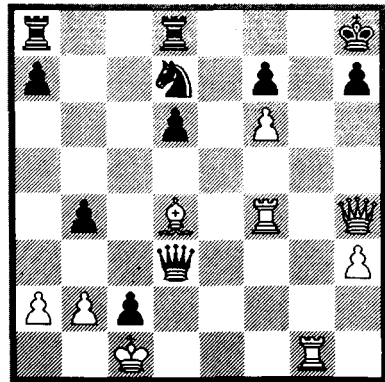
A very common mistake that club level players make occurs in the Queen's gambit. After 1 d4 d5 2 c4, black has three good re-

plies. 2...e6, 2...c6 and 2...dc4. In several simultaneous displays, I have come across players playing 2...Nf6 and I have always gained a big advantage after 1 d4 d5 2c4 Nf6 3 cd5. If now 3...Qd5, 4 Nc3 gains one tempo for white. So, next time you face the Queens Gambit, don't play 2...Nf6 and get pushed off the board. Let us take a popular middle-game mating pattern.



In the above diagram, in 'A' the black king is mated by a rook and queen along the first and second rows. And in 'B' the white king is mated by two rooks along the g and h files. Both mates are similar. It should, therefore, be remembered that this pattern could occur either horizontally as in 'A' or vertically as in 'B'.

Now take the following diagram.



White to play

Regialis- Moiseyev, 1979

The first idea that occurs to us on seeing this diagram is that there could be a mate along the g and h files. For example, if the black queen is on c4, and not in contact with h7, white could win through the sacrifice 1 Qh7!! Kh7 4 Rh4#. Therefore, white should either decoy the black queen away from h7 or intercept its coverage of h7 without changing his own battery along the g and h files.

The move that leads to such a possibility is:

1 Re4! After this move, black cannot stop white's mating threat of 2 Qh7! He could only try:

1...Nf8

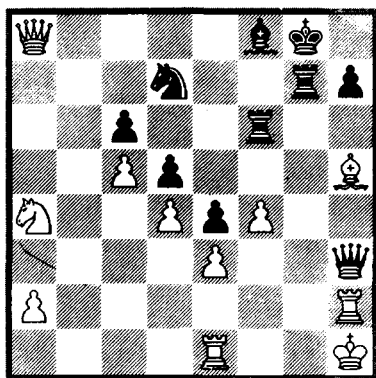
Black has averted the mating sacrifice on h7. But now comes a new threat.

2 Qh6

The threat 3 Qg7#.

2...Ne6 Only move. **3 Qh7!! 1-0.**

Now let us take a little more complicated position.



In this position, black could win with ...Qf3 if white's bishop was not on h5. The tendency in a player would, therefore, be to look for a way remove the Bh5. However, this is only a misleading idea as the theme in this position is also mate along the g and h files.

Black won through: **1...Qh2!! 2 Kh2 Rh6 3 Qe8 Nf6 0-1.**

Chapter Ten

Planning

Middle Game Plan

In a game of chess, there are quite a few guiding principles in the opening and in the end-game. But there very few in the middle-game. The middle-game is the most interesting and also the most difficult part of chess. Generally, the skill and strength of a player is judged by his middle-game.

At the beginners level, it is possible to obtain, immediately after the opening is over, a middle-game situation where your opponent has not yet castled his king, or his pieces lack co-ordination or he has occupied himself with grabbing pawns at the cost of development. In such cases, the best way is to play energetically and attack and not make formal moves. But remember, do not embark on an attack with a single piece.

And if the opponent does not make any mistake and castles quickly, what is to be done? In such cases, you should strengthen the position of your pieces, redeveloping them if necessary in other, more effective squares according to the situation over the board, try to control the centre and place the rooks on open files, or on semi-open files.

Whatever you do, plan your play at all stages of the game. If necessary, revise your plan to meet any unusual situation.

Some simple middle-game principles are illustrated in the following game played in 1623(!) by the Italian player Greco.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3

White's plan is to obtain two pawns abreast at d4 and e4 and also attack f7 along the a2-g8 diagonal.

4...Nf6 5 d4 ed4 6 cd4 Bb4 7 Nc3 Ne4 8 0-0 White gambits a pawn to speed up his development and launch his attack. He has completed development on the king-side and, at the cost of a pawn, plans to attack on all fronts.

8...Nc3 9 bc3 Bc3 The text, **9...Bc3?** is weak. Keres had demonstrated with detailed analysis that **9...Bc3** is refuted by **10 Ba3**. But in 1623, opening theory was probably non-existent and it is an achievement that games of those days are still available for us today. Correct here is **9...d5**.

10 Qb3!

Playing the white pieces, one must strive to seize the initiative. Pawns and even pieces could be sacrificed for checkmating the king. The move, **10 Qb3**, is essentially a double attack as both **Bf7** and **Qc3** are threatened. Here white is offering the exchange (rook for bishop) also to bring up his forces against the black king. Please note that both black rooks and Queen's bishop play no part in the game and therefore, the defence of the black king is difficult.

10...Ba1?

Present day theory is that black can continue with **10...d5 11 Bd5 0-0 12 Bf7 Rf7 13 Ng5 Be6! 14 Qc3 (14 Qe6 Qd7= and on 14 Ne6 Nd4!) 14...Rf6 15 Ne6 Re6 16 Qc4 Qf6 17 Bb2** when white has only positional advantage.

11 Bf7 Kf8 12 Bg5! Ne7 13 Ne5!

This move gleefully breaks the rule "Do not move the same piece twice before you have moved every other piece once!" But if one is sure of mating the opponent or gaining massive material that would eventually lead to mate, any general rule could be broken. Now white's main threat is Bg6! threatening Qf7 mate with the support of both Ne5 and Bg6.

13... Bd4 14 Bg6! d5 15 Qf3 Bf5 16 Bf5 Be5 17 Be6!

This is the right discovered check, preventing the king from going to g8.

17...Bf6 18 Bf6 g6 19 Qf6 Ke8 20 Qf7 mate.

This game was not a well contested game. White played cleverly, sacrificing material to carry out a blitz (lightning) attack. But undoubtedly, he was helped by a poor defence by black. But during those days, attack dominated over defence and very few players paid serious attention to defending. But this 17th century game demonstrates how to attack when the opponent leaves his king in the centre and goes pawn hunting.

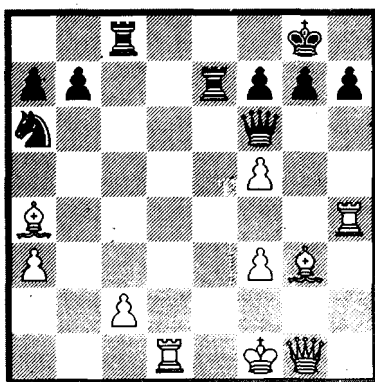
If materially ahead, exchange!

Wilhelm Steinitz, who was World Champion from 1886 to 1894, once had a visitor who asked him to demonstrate the best lines of play in the Two Knights Defence which in the local language read "The Defence of Two knights" Steinitz agreed that no book had been brought out on that Defence and proceeded to patiently give all the main line variations in the Two knights Defence. After listening for a few hours, the visitor told Steinitz "Excuse me, sir but this is not what I exactly wanted. You see I often

play with Blackburne and he gives me the odds of two knights. I want to know how best I should defend when I start with two extra knights!

This is an amusing anecdote but it has a lesson for us, specially for those of us who are new to chess. If you have extra material, always exchange pieces. If you exchange off pieces, the extra material with you will win easily in the endgame.

Take the following position.



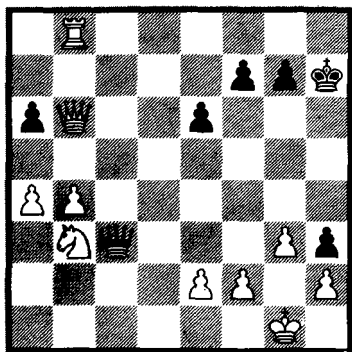
White has an extra bishop but a pawn less. If all the pieces are exchanged off, white will have a bishop and four pawns against five pawns, a position which he could easily win. On the other hand, if black is to play and he is able to generate an attack, white would have trouble, as his king has no pawn cover and is exposed. This is a position for white to exchange and simplify and for black to attack and complicate.

White to play, goes about his job logically with 1 Qd4! Threatening Queen exchange as well as mate with Qd8.

1...Qd4 2 Rhd4! h6 3 Rd8 Rd8 4 Rd8 Kh7 5 Re8! This guarantees the exchange of the last pair of rooks.

5...Re8 6 Be8 g6 7 fg6 8 Bd6!

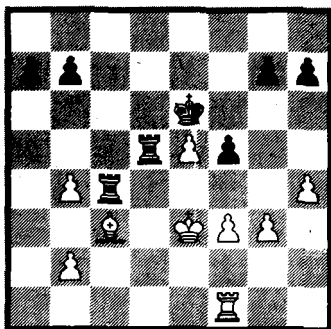
This guarantees that the knight cannot avoid its exchange with a bishop. When a player is having a lot of extra material, he can give back some of it to ensure exchanges and an easy win. Here is an example.



The threat of **1..Qe1** mate is very unpleasant. But white who has an extra rook, knight and pawn, gave back some to force resignation. **1 Rh8! Kh8**

If **1...Kg6 2 Rh3 2 Qd8! Kh7 3 Qd3!** 1-0 because after the exchange of queens, whites extra knight would win easily.

Now let us take the following position.



Lombardy-Fischer, 1960

Black has rook for bishop and pawn. This is material advantage for black. But how can he get past that passed pawn on e5 supported by the bishop? Fischer gives back some material to exchange off pieces and gain a big positional advantage. **1...Rc3!! 2 bc3 Re5 3 Kd2 Re1 4 Ke1 Kd5 5 Kd2 Kc4** with a dominating position for his king on c4 and many 'tempo moves' with his pawns available. black wins easily now.

6 h5 b6

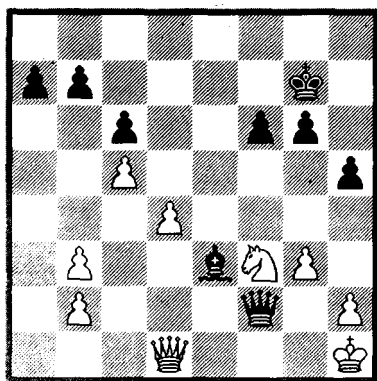
Black plans to play ... a5 to create an outside passed pawn, white would lose his king-side pawns and the game. But before pushing his a pawn, Fischer prepares to fix whites f-pawn which would be his first target.

7 Kc2 g5 8 h6 f4 9 g4 a5! 10 ba5 ba5 1 Kb2 a4 12 Ka3 Kc3 13 Ka4 Kd4 0-1.

Chapter 11

Zugzwang

Zugzwang is a German expression describing a position where a player whose turn it is to move loses material or suffers disadvantage whatever move he makes. Generally, in such positions, if it is not the turn of that player to move, he is perfectly alright.

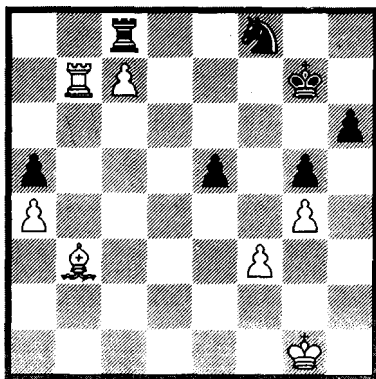


Taylor-Lasker
1936

Black played **1...a5!** and white has no move that will avoid material loss. The Queen cannot move anywhere without losing the knight. Any pawn move would lose material. If the knight moves, then the d4 and e5 pawns would be lost. Black played **2 b4 ab4 3 b3 and on 3...Kh6!** resigned as he is in Zugzwang.

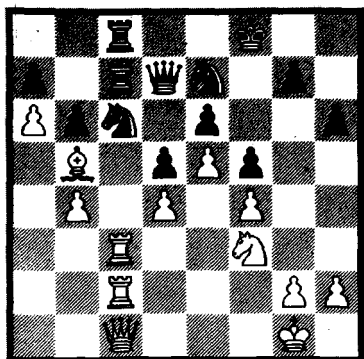
Young players generally tend to strike at the enemy position to grab material and mate the king. Even when it is possible to generally apply the Zugzwang and win the game without an active plan, they do not realise that a Zugzwang is possible and would go wham-bang at the enemy.

In the simplest king and pawn ending, victory is brought about only through Zugzwang. Take the position with white's king on d6 pawn on e6 and black's king on d8. Black to play is in Zugzwang. In the endgame, where kings are fighting each other, Zugzwang becomes 'the opposition', in this case black has lost 'the opposition' and is in Zugzwang.



Fischer-Rosetto
1959

This is a classical instance of a Zugzwang. Whatever black plays, he loses. White could move his king where he pleases and force black to move, losing material. If **1...Kf6 2 Rb8! Rc7 3 Rf8** wins the knight. If the king moves to any other square, it would be losing contact with the knight and the same variation wins. If the Knight moves anywhere, **Be6** wins. And if the black rook moves, white plays **c7-c8** queening with this check. Black is, therefore, in a beautiful Zugzwang.



**Alekhine-Nimzowitsch
1930**

1 Ba4!

The threat is to win a piece through 2 b5 forcing black to sacrifice a pawn.

1...b5 2 Bb5 Ke8 3 Ba4 Kd8

The black king has come to the aid of c7 but now Alekhine perceives that all the black pieces are just supporting c6 or c7, and cannot undertake anything to disentangle the tie-up. So, white played 4 h4! and black came into Zugzwang. He has a few pawn moves on the king side and after white moves his king back and forth to exhaust black's pawn moves, black would ultimately have to throw himself into the fire. Nimzowitsch soon resigned.

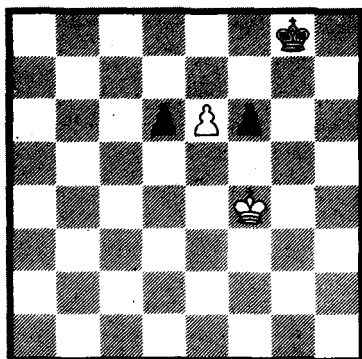
The next position is a study by Skuia.

See diagram

White is a pawn down. With clever play involving Zugzwang he could draw. The continuation is:

1 Kf5 Kg7 2 e7 Kf7 3 c8Q! Ke8 4 Ke6!!

4 Kf6 loses to 4...Kd7 5 Kf6 Kc6 6 Ke4 Ke5 7 Kd3 Kd5 8 Ke3 Ke4 9 Kd2 Kd4 etc..

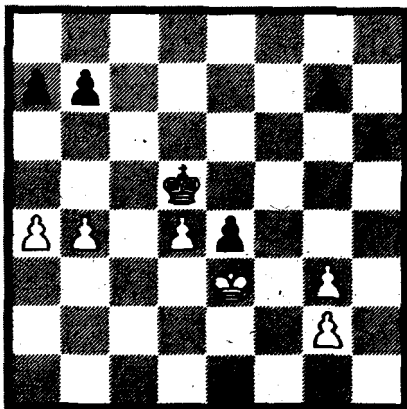


**Popov-Denkov
1978**

the winning plan for black being to march his king in front of the pawn.

But after 4 Ke6! if 4...Kf8, 5 Kf8 or if 4...Kd8, 5 Kd6 or if 4...f5 5 Kf5 and finally, if 4...d5 5 Kd5 and in all these cases the black king is prevented from marching ahead of his last remaining pawn.

In the following position, the Zugzwang is in the king and pawn endgame where Zugzwang is very common



In the central position with pawns on d4 and e4 and kings on e3 and d5, whoever is to move loses his pawn. Therefore, white to

play uses his doubled pawns on the k-side to reduce black's moves drastically.

1 g4!

Here there are many possibilities. A 1...a6 2 a5 g6 (2...g5 3 g3) 3 g5!! hg5 4 g4 Kd6 5 Ke4 Ke6 6 d5.

B 1...g5 2 g3.

C 1...b6 2 b5 g6 3 g5!! hg5 (3...h5 4 g3) 4 g4.

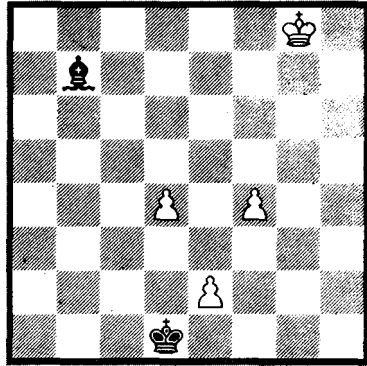
D 1...g6 2 g5!!

The following position is a composition by Paoli.

See diagram

White to play and win. Difficult. Theme Zugzwang.

Solution: 1. e4!! Be4 2. Kf7! Ke2 3. Ke6 Ke3 moves along h1-a8. 5. f5 wins. Also if 4 4. Ke5! and black is in zugzwang.

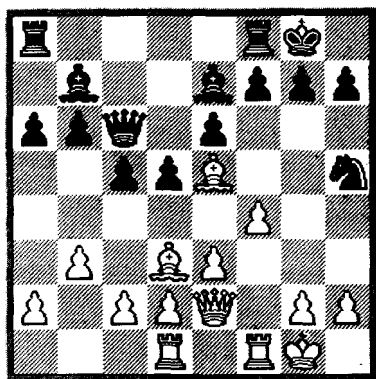


For example if the B moves along the b1-h7 diagonal, then 5. d5 wins and if the B...Kd3 5. d5 or if 4...Kf3 5. f5 wins. One sample variation : 4...Be2 5. d5 Ba4 6. d6 Bd7 7. f5 Kf3 8. f6 Be8 9. d7 Bd7 10. f7.

Chapter 12

Attack On h7/h2

Players generally castle on the king-side. The reason is that everybody knows that one ought to castle early and there are only two pieces on the king-side to be developed compared with three on the queen side. As we are more likely to face a position where the opponent has castled on the king-side, it is necessary to know how to attack the opponent's king on the king-side. The best defender for white on the king-side is his knight on f3 while for black, it is his knight on f6. Often these knights could be exchanged, decoyed away or chased away, making h7 or h2 very very vulnerable to attack.



Em. Lasker-Bauer, 1882
White to play

Nine out of ten players would play 1. Qh5 here for a victorious king-side attack. But the future world champion had recognised the significance of the absence of the black knight of f6 and uses that factor to win a famous game with the sacrifice of two bishops, the first one on h7.

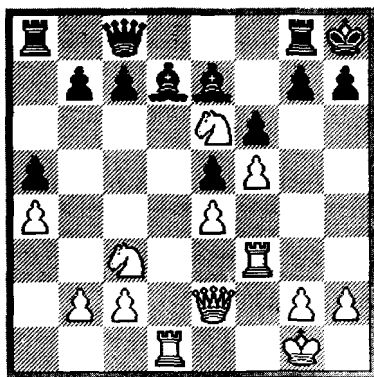
Lasker played **1 Bh7!! Kh7 2 Qh5 Kg8 3 Bg7!! Kg7 4 Qg4 Kh7 5 Rf3** Threatening 6 Rh3 mate. **5... e5 6 Rh3 Qh6 7 Rh6 Kh6**

8 Qd7! Winning one of the two black bishops and the game.

Why was this combination successful? It was successful because black's best defender of the castled position, the knight on f6 had strayed away, the white queen was ready to arrive on h5 and the white rook was also ready to come out and mate the black king while the queen ensured that the black king was defenceless on the h-file.

The bishop sacrifice on h7 sometimes occurs in the French Defence and the Queen's Gambit Declined when the pawn formation favours this important tactic.

In the French Defence, after **1 e4 e6 2 d4 d5 3 e5 c5 4 Nf3 cd4 5 Bd3 Nc6 6 0-0 Bc5 7 Bf4 Nge7 8 Re1 Bd7 9 Nbd2 0-0?** [9...Ng6 should come first.] we have the standard combination: **10 Bh7! Kh7 11 Ng5 Kg8** If **11...Kg6 12 Qg4 f5 13 Qg3** with a dangerous attack. **12 Qh5 Re8 13 Qh7 Kf8 14 Qh8 Ng8 15 Nh7 Ke7 16 Bg5 Nf6** If **16...f6 17 Qg7# 17 Bf6 gf6 18 Qf6** mate.



Morphy-Bozhe, Paris 1958
White to Play

1 Rh3!

If now **1...Be6? 2 Rh7! Kh7 3 Qh5** mate. Or if **1...Re8 2 Qh5 h6 3 Ng7 Kg7 4**

Qg6 and Rh8 mate. Or if 1...g6, then 2 fg6 Rg6 3 Qh5 wins.

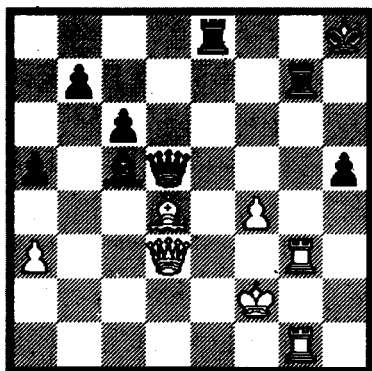
1...h6

Black averts the attack on h7, but now h6 becomes the new target.

2 Qd2!

This double attack on h6 and the bishop on d7 wins neatly. If now 2...Be6 3 Rh6! gh6 4 Qh6 is mate.

Though the standard bishop sacrifice on h7/h2 wins in routine fashion when played in the right position, the Bh7 idea is often required to be combined with other motifs to be really successful.



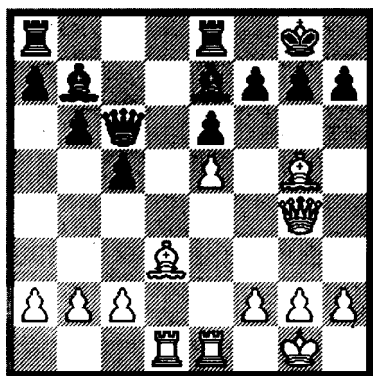
Mishto - Klosa

Poland 1955

This is a fantastic position with excellent piece play for both sides and both kings terribly exposed.

The white bishop pins a rook but the bishop itself is pinned both against the king as well as against the queen. Yet white found a brilliant mate, with a sacrifice on h7.

1 Qh7!! Kh7 Unfortunately the rook cannot capture. 2 Rg7 Kh8 3 Rg8 Kh7 4 R1g7 Kh6 5 Rg6 Kh7 6 R8g7 Kh8 7 Rh6 mate.



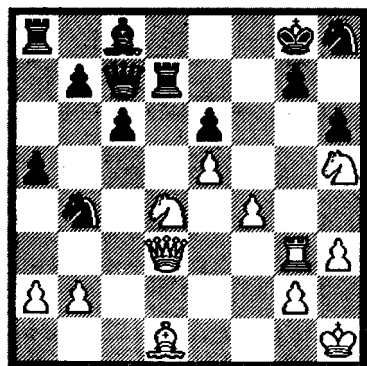
Batuyev - Abdusamatov

USSR 1951

White to play

With black's queen and bishop trained on g2, white cannot immediately embark on a sacrificial combination on h7 because after accepting the sacrifice, black could give back some material and exchange queens through...Qg2! Therefore....

1 Be4! Qc7 2 Bh7!! Kh7 If 2...Kf8 3 Bh6!! 3 Bf6!! and now, a) 3...gf6 4 Rd3 Bf8 [4...Bg2 5 Qh4 Kg7 6 Rg3 Kf8 7 Qh8 mate] 5 Rh3 Bh6 6 Qh4; b) 3...Bf8 4 Rd3 Qc6 5 Rh3 Kg8 6 f3 g6 7 Rh8 mate.



Alekhine - West
Portsmouth 1923

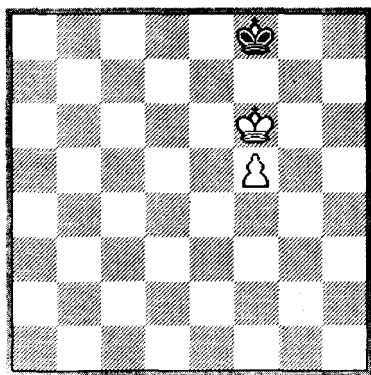
Here the simple 1 Nf6 would have won the exchange. But Alekhine always used to look for beauty in his games and the quickest road to victory. With one black knight ineffectively stuck on h8 and the rest of the black forces massed on the queen-side, the black king is almost alone on the king-side. Alekhine continued brilliantly:

1 Qh7!! Kh7 2 Rg7!!! Rg7 3 Nf6 Kg6 4 Bh5 mate!

Chapter 13

Simple Ending

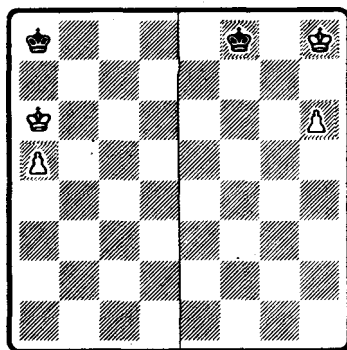
In chapter six we explained the case of a king and Pawn against a lone King (White: Kg6. Pf6. Black: Kg8) and introduced you to the idea of "opposition" in king and pawn end-games. To recapitulate, taking the "opposition" is to place your king on the same file as the enemy king with one square separating them. The enemy king is then forced to move sideways or backwards allowing your king to move forward and make the way safe for the pawn. In certain situations, it is, therefore, advantageous not to have the move. For example, in the above position if black is to move, he loses; and if it is white to move, he only draws despite having an extra pawn. Now see diagram No.1



The king is on the sixth rank, in front of his pawn. In such a case, white wins irrespective of whose turn it is to move: (a) If white is to move, he wins by **1 Kg6** (or even **Ke6**) **1...Kg8 2 f6 Kf8** (2...Kh8 3 Kf7 Kh7 4 Ke7 and the pawn queens. Note that 3 f7 is stalemate.) **3 f7 Ke7 4 Kg7** and queens. (b) If black is to move, it is even simpler: **1...Ke8 2 Kg7** and the pawn cannot be stopped from moving to f6, f7 and f8.

It should be noted that the king on the sixth rank in front of the pawn wins for any pawn except those on the edge files, that is, the a and h files. Generally, pawns on the a and h files give good chances of draw to the weaker side in several endgames because, if the defending king is already in the corner under the pawn it could often only be stalemated and could not be forced to come out.

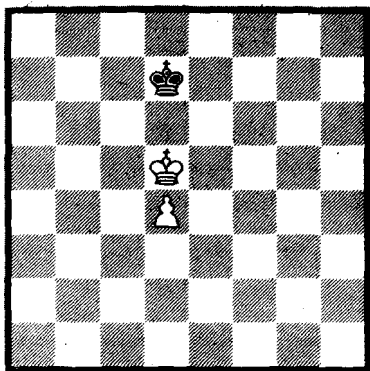
Please see the two positions.



In 2A, if white is to play, it is a draw after **1 Kb6 Kb8 2 a6 Ka8 3 a7** stalemate. If black is to play, **1...Kb8 2 Kb6 Ka8 3 a6 Kb8 4 a7 Ka8 5 Ka6** is also stalemate.

Position 2B is also a draw because the white king cannot get out of the way of his h pawn and is boxed in by the black king. If white is to play **1 h7 Kf7** and white is stalemated, or if **1 Kh7 Kf7 2 Kh8 Kf8** repeats. If black is to play, **1...Kf7 2 Kh7** (2 h7 Kf8 stalemates) **2...Kf8 3 Kg6 Kg8 4 h7 Kh8 5 Kh6** and it is black who is stalemated!

We have seen the position where the king is on the sixth rank and in front of the pawn. If the king is on the fifth rank and in front of the pawn, it is important who has the "opposition". See diagram No:3.



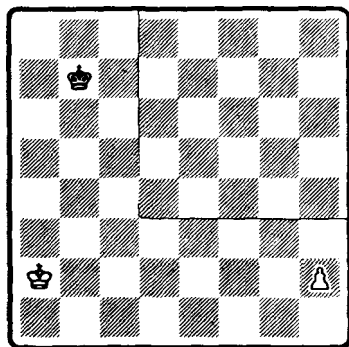
If it is black's move in this position, white has the "opposition" and wins: **1...Ke7 2 Kc6 Kd8 3 Kd6** (again, white has the "opposition".) **3...Ke8 4 Kc7** winning. It should be borne in mind that the king should be advanced as far as possible before safely advancing the pawn. Two important rules are: (a) If the king can get to the sixth rank ahead of his Pawn, it is a win no matter whose move it is: (b) If the enemy king can move to the square immediately in front of the pawn, the game is a draw.

A pawn usually needs the King's help to queen, but sometimes it can race through unaided.

See diagram

White to Play, queens.

To decide whether the pawn can queen unaided, in diagram No:4 imagine a line connecting the square on which the pawn stands and its queening square and then using this to form a large square (shown in dark lines) see if the black king can step anywhere into the enlarged quadrangle. If it does, the pawn is stopped. If not, the pawn queens.



K+P+P Vs K

In almost all cases, the king and two pawns easily win against a lone king. See Diagram No:5.

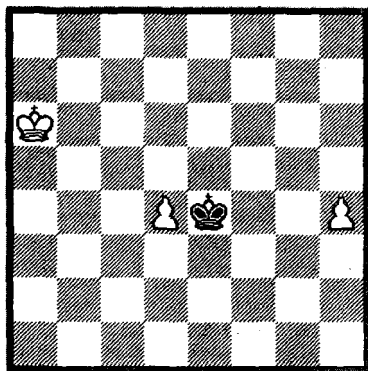


Diagram No:5. White to play and win.

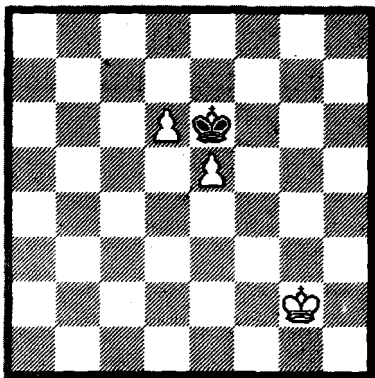
White plays **1 h5** and black has no time to capture the d pawn as after **1...Kd4, 2 h6**, the h pawn is beyond the reach of the black king and will queen. According to the quadrangle formula given above, if the h6 pawn is to be caught, the black king should reach anywhere within the quadrangle formed by the squares h6, f6, f8 and h8. But here he can reach only e5. Therefore, black must leave the d pawn and move for the h pawn. **1...Kf5 2 h6 Kg6**.

Black has caught up with the h pawn, but now the d pawn starts moving.

3 d5! Kh6-d6 and now the d pawn cannot be stopped because the black king cannot step into the quadrangle formed by d6, d8, f8 squares.

4...Kg6 5 d7 Ke7 6 d8=Q

If the superior side has two connected pawns as in Diagram No:6, victory is very simple.



If the pawns move, they are immediately captured by the black king. The pawns need the help of their king to be escorted to the 8th rank. Meanwhile, black cannot play 1...Ke5? because 2 d7 will queen. The winning method is as follows:

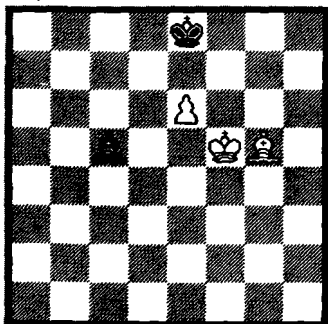
1...Kd7 2 Kf3 Ke6 3 Ke4 Kd7 4 Kd5 Kd8 5 e6 Ke8 6 d7 Kd8 7 Kc6 (7 Kd6 is stalemate) 7...Ke7 8 Kc7 Ke6 9 d8=Q wins.

Bishop and Pawn Vs Bishop

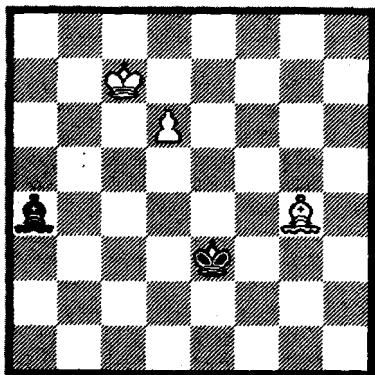
Generally, such positions are drawn as the defending bishop can sacrifice itself for the pawn. If the defending king is in front of the pawn and on a square not controlled by the enemy bishop, then the game is a simple draw.

See diagram No:7

Black achieves a draw by not moving his king from e8 and whizzing his bishop around the board, avoiding an exchange.



In diagram No:8, white could win as his king is far from the pawn.



If white could play his bishop to c6 shielding the pawns route to d8, he could win. The winning method is 1 Bd7! Bd1 2 Be6 Ba4 3 Bd5 Kd4 4 Bc6 and the pawn queens.

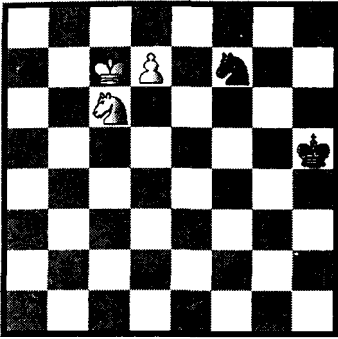
King+Knight+Pawn Vs King + Knight

See diagram

Here the defending knight must try to sacrifice itself for destroying the pawn.

1 Ne5!

If 1 Nd8? Ne5 and 2...Nd7 draws.



1...Ng5! 2 Kd6!

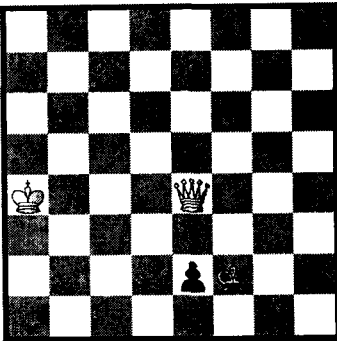
If 2 d8=Q? Ne6 and 3...Nd8 draws.

2...Ne4 3 Ke7

Not 3 Ke6? Nc5 4 Ke7 Nd7 draws. Now black can no longer prevent the pawn from queening.

King and Queen Vs King and Pawn

This is an easy win for the queen even if the pawn is on the 7th rank and its king is far away.



1 Qf4 Kg2 2 Qe3 Kf1 3 Qf3 Ke1

Now that the king has been forced under its pawn, the white king moves closer.

4 Kb3 Kd2

Again, black is threatening to queen his pawn.

5 Qf4

5 Qc3 is faster but I am showing how to gain a move even if the white king had to come from a8.

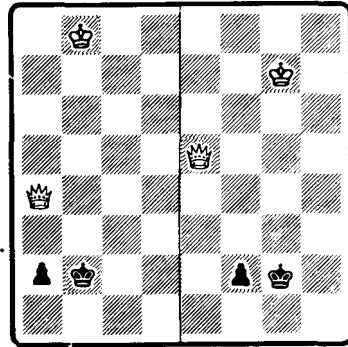
5...Kd1 6 Qd4 Ke1 7 Qe3 Kd1 8 Qd3

This forces the king under the pawn again.

8...Ke1 9 Kc2 Kf2 10 Qd4 Kf1 11 Qf4 Ke1

11...Kg1/Kg2 12 Kd2. 12 Kd3 Kd1 13 Qd2 mate.

However, if the defending side's pawn is on the 7th rank and on a, c, f, h files and supported by its king, the game ends in a remarkable draw through stalemate. See diagram No: 11. (A and B)



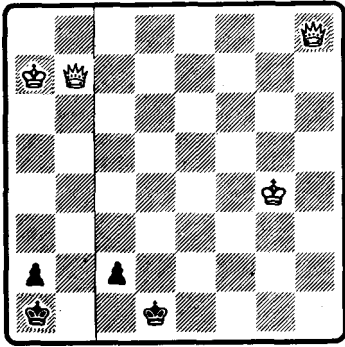
In Diagram 11A, white can try 1 Qb4 Kc2 2 Qa3 Kb1 3 Qb3 Ka1! and white cannot improve any further as he cannot do better than to stalemate the black king.

In Diagram 11B, stalemate occurs after best play by white: 1 Qe2 Kg1 2 Qg4 Kh2 3 Qf3 Kg1 4 Qg3 Kh1! 5 Qf2 stalemate.

See diagram

However, the proximity of the king of the stronger side to the actual theatre of operations can sometimes win the game as in the two positions is Diagram Nos 12A and 12B.

In Diagram 12A, the winning method is 1 Kb6! (lifting the stalemate) Kb2 2 Kc5!



Kc2 3 Qg2 Kb1 4 Kb4! A brilliant conception which allows the pawn to queen and then mates. **4...a1=Q 5 Kb3! Qf6 6 Qc2** (6 Qg1 also mates) **Ka1 7 Qa2 mate.**

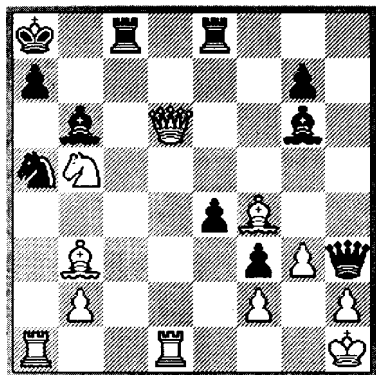
In diagram 12B, the white king is sufficiently close to join the king in effecting checkmate after allowing the pawn to queen. White play: **1 Qd4 Kc1 2 Qb4!** (otherwise the king will reach the a1 square and draw.)

2...Kd1 3 Qb3 Kd2 4 Qb2 Kd1 5 Kf3! Kd2 (if **5...c1=Q 6 Qe2 mate**) **6 Ke4! Kd1 7 Kd3 c1=Q 8 Qe2 mate.**

Chapter 14

Remember Patterns, Not Moves

Learning chess is to learn patterns, not moves. If you see a brilliant idea ending in a big gain of material or mate, understand it and savour it in leisure. The same position does not occur again in chess, but the same ideas do. Sometimes two ideas even combine. Therefore, it is important to understand ideas so that when the same pattern appears on the board, the right idea is used to advantage. Take the following position:



Morezi - Ferarini
Italy 1972
White to Play

Threatened with mate on g2, the game continued **1 Bd5 Nb7 2 Rg1 Bf2**

Now, you should be able to say what was wrong with white's second move and also black's second moves if you have absorbed the ideas given in earlier lessons.

White's second move is a grave mistake. By applying the idea of Philidor's Legacy described in Chapter No.5, you should be able to say that white wins with **2 Qb8!! Rb8 3 Ra7!! Ba7 4 Nc7** mate!

Now what was wrong with black's **2...Bf2**? By understanding the pattern of mate along the h-file illustrated in Chapter No.9, you should be able to reach black's right move. He could mate with **2...Qh2! 3 Kh2 Rh8** mate. The mating pattern is that a rook checks along the h-file while either another rook controls the g-file or the King is unable to go to the g file for other reasons, which in the above example is due to white's own pawn and rook blocking g3 and g1 and a black pawn controlling g2.

Now, you can extend the idea of mating a king along the h-file by shifting it to other files, even to the centre of the board. The following game A not only illustrates this idea but also demonstrates the danger of a king staying too long in the centre without castling.

Leman - Muller

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4

This is known as the Evans Gambit. The idea is to gain a lead in development and occupy the centre at the cost of a pawn.

Another idea of white with **4 c3** leads to black getting an equal share of the centre after **4...Nf6 5 d4 ed 6 cd Bb4 7 Bd2 Bd2 8 Nbd2 d5! 9 ed5 Nd5.**

4...Bb4 5 c3 Ba5

Nowadays **5...Be7** is popular. **6 d4 ed4 7 0-0 Bb6** Best is **7...Nge7.**

8 cd4 d6 9 Nc3 Nf6?

Best was to drive the strong **Bc4** by **9...Na5** even though it takes the Knight to the edge of the board.

10 e5!

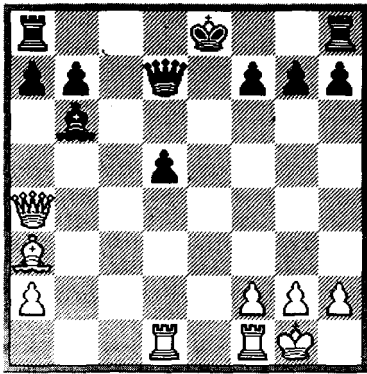
This opens up the position and keeps black so busy that he has no time to castle. **10...de5 11 Ba3** With black's black square bishop on b6. Whites **Ba3** prevents the

black king from castling **11...Na5 12 Ne5 Nc4 13 Qa4 Bd7 14 Qc4 Be6 15 d5!**

This is a very strong move. It not only opens the d-file but also brings the rooks into immediate play.

15...Bd5 16 Qa4 c6 17 Rad1 White threatens Rf1 after which the black king cannot cross over f8.

17...Nd7 18 Nd7 Qd7 19 Nd5 cd5 Do you 'smell' or visualise a known pattern now?



The black king cannot go to f8 because of the Ba3 and f7 is blocked by his own pawn. Thus checkmate can be tried along the d and e-files as in the case of the g and h-files. **20 Rd5!! 1-0** because after **20...Qa4 21 Re1** white mates in two as the two rooks control the d-file and check the king along the e-file.

The lessons that we draw from this game are:

1. There is a close correlation between strategy and tactics.

2. To enter into a combination, a player should not only have positional advantage (here it was lead in development) but also material superiority in the theatre of operation (here it was the central files where white had two rooks against none of blacks).

3. The pieces of the attacking side should be in active play and co-ordinate with each other.

4. If the object of the attack is the King, any big sacrifice (here it was the Queen) is justified.

In the next example, we shall see how black's fear of castling into an attack ultimately leads to his king being caught in the centre and massacred.

Tal - Suetin
Tbilisi 1969

1 e4 c5 2 Nf3 e6 3 d4 cd4 4 Nd4 a6 5 Bd3 Nge7! 6 Nc3 Nbc6 7 Nb3!

By avoiding an exchange on d4 white invites black to play...Ng6

7...Ng6 8 0-0 b5 9 Be3 d6 10 f4 Be7 11 Qh5

This move would not have been possible had Black played Nf6. Now 11 Qh5 threatens to develop a big attack through Rf1-f3-h3 should black chose to castle on the King side. Black therefore decides to keep his King in the centre and attack whites Nc3. Black's strategy in the Sicilian Defence is to utilise the semi-open c-file and generate Q-side activity, chief of which is b7-b5-b4.

11...Bf6 12. Rad1!

With the black bishop on f6, d6 is supported only by the Queen. White's main threat now is 13 e5.

12...Bc3 13 bc3 Qc7

Black avoids castling and concentrates on white's c3.

14...Rd2!

The idea is to switch to f2 when opportune.

14...Nce7 15 Nd4

White does not hold to defend his c3 but concentrates on the push f4-f5-f6. **15...Bd7 16 f5! ef5 17 ef5 Ne5 18 Ne6! Be6 19 fe6 g6** It looks like White's attack is completely neutralised.

20 Qe5!! de5 21 ef7 1-0.

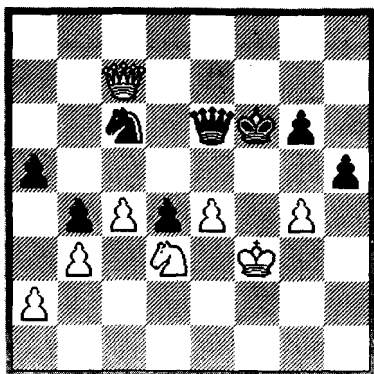
The finish is sudden and dramatic. Now **21...Kf8** allows **22 Bh6** mate. And if **21...Kd7 22 Bf5! Kc6 23 Be4 Nd5 24 Bd5** wins.

Chapter 15

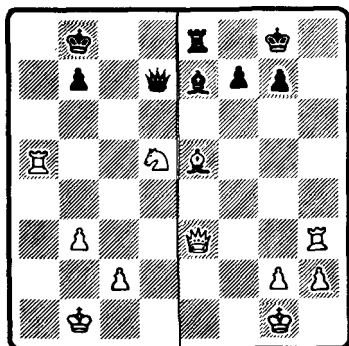
Attraction

Forcing, or attracting an enemy piece to a square where it could be captured, or through the effect of which another piece could be captured by any standard tactical device is known as "attraction". This is a common and very familiar weapon of good players. In Chapter nine, we gave a game to illustrate opening principles. We repeat the moves as, in that game, white won by the "Attraction" device: 1 e4 e5 2 d4 ed4 3 Qd4 Qf6 4 Qe3 Nh6 5 Nc3 Ng4? 6 Nd5 Qc6 7 Qf4 d6 8 Bb5! This attracts the black queen to b5 so that the knight could win it through a fork.

The following examples are good illustrations of the "Attraction" theme.



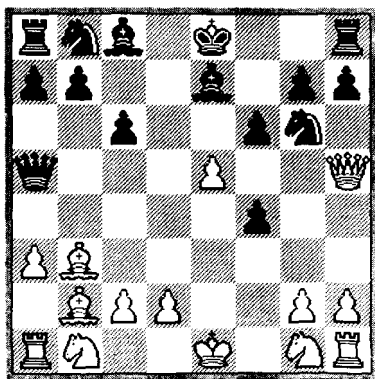
Let us look at the following two positions:



In 1A, white wins through attracting the king to a8 and then forking the king and queen with his knight: 1 Ra8! Ka8 2 Nb6 Kb8 3 Nd7.

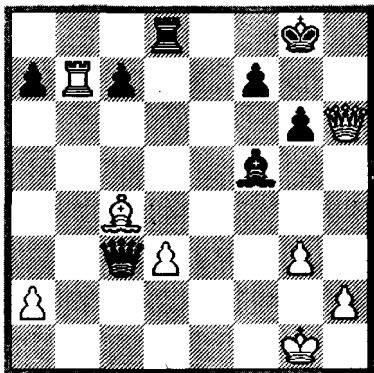
In 1B given below, white attracts the black king to h8 so that the g7 pawn gets pinned by the bishop allowing the queen to check at h6 and mate. The process is: 1 Rh8! Kh8 2 Qh6 Kg8 3 Qg7 mate.

Ustinov - Ilivitzky
Frunze 1959
White dragged the black king to g5 and mated him: 1 g5! Kg5 2 Qf4 mate.



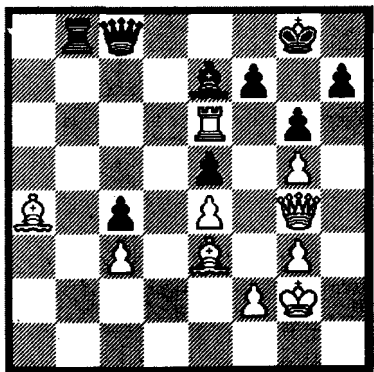
Katalimov - Ilivitzky
Frunze 1959

If the black king were at either d7 or f7, white could win immediately with 1 e5-e6 checking the king with the pawn and simultaneously attacking the black queen at a5 with his own queen at h5. Therefore, white played 1 Bf7!! and black resigned as he can take the bishop only at the cost of losing his queen through 2 e6 and if he went to f8 or d8, then 2 Bg6 would cost him a knight.



Mecking - Tan
Petropolis 1973

In this position, white attracted the black queen to a deadly square and skewered it: 1 Bf7!! Kf7 2 Rc7!! Qc7 3 Qh7 and 4 Qc7.



Fischer - Shockron
Mar Del Plata 1959

Fischer has an extra bishop but he is threatened with the immediate loss of the rook which is pinned against his queen. As black's queen is protected on the c8 square by the Rb8, white is unable to give a check with his rook on g6 and win the queen. Fischer, therefore, attracted the black queen away from the support of the Rb8 by playing 1 Bd7!! black resigned as 1...Qd7 loses to 2 Rg6.

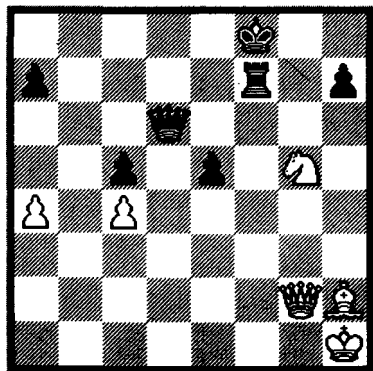
A very famous example of "Attraction" from chess history is the following beauty:

Reti - Tartakower
Vienna 1910

1 e4 c6 2 d4 d5 3 Nc3 de4 4 Ne4 Nf6 5 Qd3 e5 6 de5 Qa5 7 Bd2 Qe5 8 0-0-0! Ne4? 9 Qd8!!

A brilliant queen sacrifice that "attracts" the black king to a square where it is subject to a double check. After 9...Kd8 10 Bg5 it is mate next move, wherever the king moves.

In the following diagram, white is winning but he will have tremendous difficulties with a wrong combination of rook pawn and bishop and possibilities of perpetual check by the black queen.



Petrosian - Simagin
Moscow 1956

Tigran Petrosian, who later went on to become World Champion after Mikhail Botvinnik, was basically a positional player who rarely played exciting combinations. In

this position, he won the game uncharacteristically in scintillating style:

1 Qa8 Kg7 2 Be5!! (attracting the black queen to a square where it is set up for a knight fork.) **2...Qe5 3 Qh8!! Kh8 4 Nf7 and 5 Ne5**. Please note that the immediate **2 Qh8** will allow **2...Kg6**.

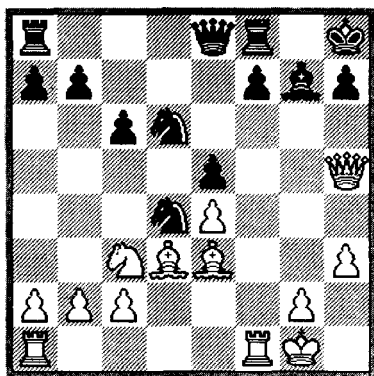
Chapter 16

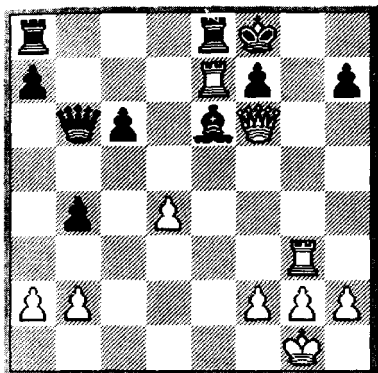
Blocking

Many of the tactical combinations in chess feature "blocking". Blocking is using the opponents own pieces to block the escape routes of his king or major pieces. Often, blocking forms part of tactical devices like decoy, distraction, pawn promotion, attraction, etc., but is rarely highlighted as it is an elementary feature which needs no special mention.

Blocking is often the result of sacrificial play in the middlegame. One of the famous and spectacular examples of blocking is the "Philidor's Legacy" which is a mate when a knight delivers check while the king is smothered by three of his own pieces in the corner of the board. This was discussed in the in Chapter five. A similar mate was shown in chapter 14 (Morezi-Ferarini position). Some more examples of blocking in the middlegame are given below.

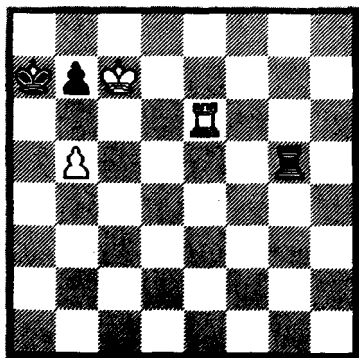
The squares b4 and b6 have blocked by black's own pieces.





White has only a pawn for black's extra bishop but skillfully uses black's own pieces to erect a wall in front of the king and mate him. **1 Rd7!** (threatens **2 Qh8** mate. So, black's reply is forced.) **1...Bd7 2 Qd6! Re7 3 Qh6! Ke8 4 Rg8#** The black pieces have been manoeuvred to d7 and choking off the king escape squares.

The theme of blocking occurs in all phases of the game, in the middle-game, in the endgame and also in the opening. One example from the ending has been shown in March 1990 as diagram 7B. Another small example is the following:

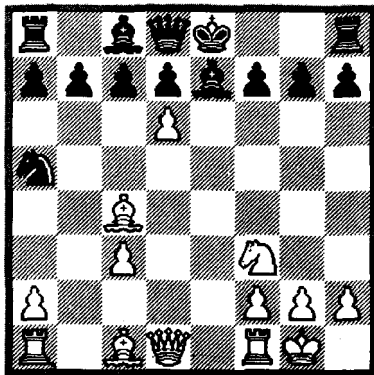


White to play and win

1 Ra6! ba6 2 b6 Ka8 Black's pawn on a6 blocks its king escape. **3 b7 Ka7 4 b8Q#**

Blocking could also be in the opening to slow down the opponent's development. An example from the Giuoco Piano Opening (also known as the Italian Opening) goes:

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 ed 6 cd Bb4 7 Nc3 Ne4 8 0-0 Nc3 9 bc3 Be7 10 d5 Na5 11 d6



11...cd6

11...Bd6 12 Re1 Kf8 (12...Be7 13 Bg5! f6 14 Bf6 g6 15 Ne5 h5 16 Qd3 wins in Lange-Lampert; Berlin 1903; or 13...Nc6 14 Be7 Ne7 15 Ng5 d5 16 Bd5 wins) **13 Bf7 Kf7 14 Ng5 Kf8 15 Qh5! g6 16 Qf3** wins Estrin.

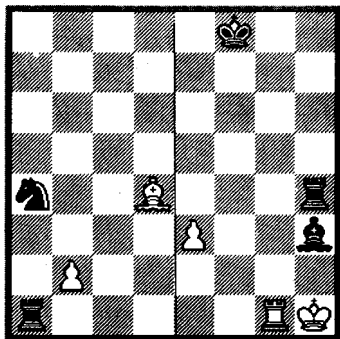
Of course, **11...Nc4? de7 Qe7** (12...Ke7 13 Qe2 wins) **13 Re1** wins the queen. The blocking on d6 serves positional purposes also as the Black bishop on c8, and resulting from it the rook on a8 also, would take longer time to enter the game, giving white a big advantage in development.

12 Bf7 Kf7 13 Qd5 Kf8 14 Ng5 Qe8 (14...Bg5 15 Bg5 Qb6 16 Qf5) **15 Qa5 h6 16 Qf5** with advantage to white, Schlecter Walter, Vienna 1896!.

Chapter 17

The Discovered Attack

When a piece moves and unmasks an attack by another piece behind it, it is called a Discovered Attack. Two simple Discovered Attacks are shown in the diagram below.



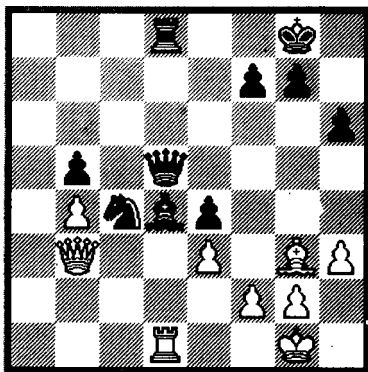
In 1a, white plays 1 b3 when the bishop automatically attacks the black rook even though the actual move was not made by the bishop. As the pawn attacks the knight as well, one of the two black pieces is lost.

In 1b, black plays 1...Bf1. Though it is a bishop which has been moved, it is the rook which gives check to the king and automatically mates. Let us see a few examples from tournament chess.

See diagram

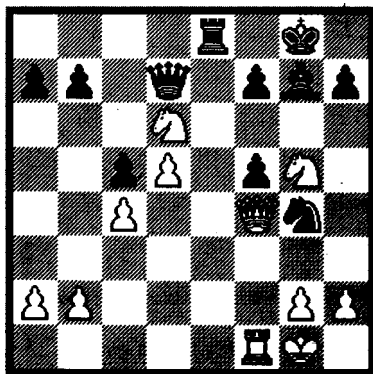
Capablanca-Alekhine
WCM, Buenos Aires 1927
Black to play

White has just played Rd1 and hopes to win the pinned bishop on d4 and get an equal game. But black has a nasty surprise. He played 1...Ne3! which unmasks his queen's attack on the Qb3 and at the same time threatens 2...Nd1. White resigned because after 2 Qd5 Rd5, 3 fe3 is met by yet another discovered attack-3...Be3!. The last bishop



move checks the king and simultaneously opens an attack by the black rook on the enemy rook.

A Discovered Check is a kind of Discovered Attack where the piece actually moved opens up the line, or diagonal, of another piece behind it to automatically check the enemy king. Actually, diagram 1B is also a discovered check. The discovered check won material in the following position.



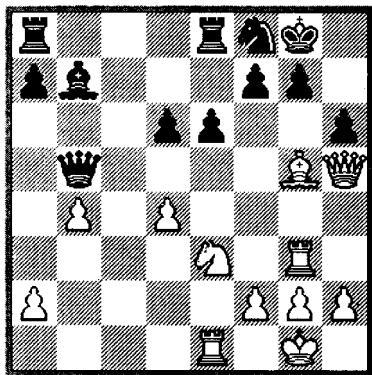
Brinck-Clausen-Littlewood

Varna Olympiad 1962

Black to play

Black won through 1...Qd6 2 Qd6 Bd4 3 Kh1 Nf2 0-1 for after 3...Kg1 4 Ne4 (discovered check) Kh1 5 Nd6 black has won a knight.

Here is one famous example of a series of discovered checks known as the 'Wheel' as it is based on alternating checks and discovered checks.



Torre-Lasker

Moscow 1925

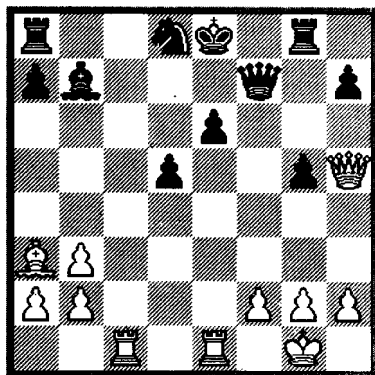
White to play

1 Bf6!

This discovers an attack by the Qh5 on the black Qb5 and simultaneously threatens Rg7. The reply is forced.

1...Qh5 2 Rg7 Kh8 3 Rf7 Kg8 4 Rg7 Kh8 5 Rb7 Kg8 6 Rg7 Kh8 7 Rg5! (White should not capture the a7 pawn as well, as it would free the Ra8 for immediate action along the a-file when white finally captures the queen. 7...Kh7 8. Rh5 Kg6 9 Rh3 Kf6 10 Rh6 1-0 as white has won 3 pawns through this 'operation'.

Now that the reader is familiar with the 'wheel' the following position should be easy:



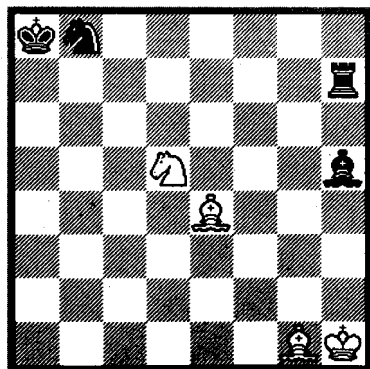
Antunatz-Hubner

Students Olympiad 1969

White to play

Try to solve this yourself. And check with the answer at the end of the chapter.

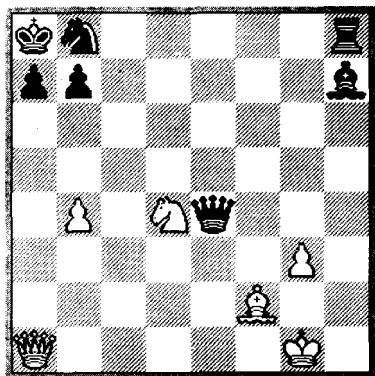
The double check is an even stronger variety of the discovered check as both the pieces, the one actually moved as well as the one which is unmasked, give check to the king simultaneously. In such an event, the king must move as the check cannot be warded off by interposing a piece. And if the king cannot move, it is mate.



Whoever moves, mates in one.

White to move mates by the double discovered check of **1 Nc7** with both knight and bishop giving check. Black to move mates by **1...Bf3** with both rook and bishop giving check.

This diagram involving double discovered check is more complicate



Whoever moves, mates in three.

White mates with **1 Qa7!!** (attraction theme) **1...Ka7 2 Nb5** (double check) **2...Ka6** (or **Ka8**) **3 Ne7** mate. Black mates with **1...Qh1+!! 2 Kh1 Be4** (double check) **3 Kg1 Rh1#**.

Let us conclude with a famous game where there were two separate discovered checks, the last one ending in mate:

Edward Lasker-G.A.Thomas
London 1921

1 d4 f5 2 e4 fe4 3 Nc3 Nf6 4 Bg5 e6 5 Ne4 Be7 6 Bf6 Bf6 7 Nf3 b6 8 Bd3 Bb7 9 Ne5 0-0 10 Qh5 Qe7 11 Qh7!! Kh7 12 Nf6 Kh6 (12...Kh8? 13 Ng6 mate) 13 Neg4 Kg5 14 h4 Kf4 15 g3 Kf3 16 Be2 Kg2 17 Rh2 Kg1 and now came a remarkable discovered check mate by the king. **18 Kd2** mate!

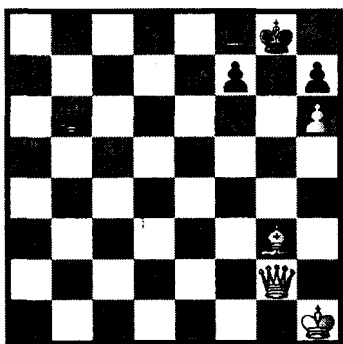
Kf8 5 Rh7 Ke8 6 Rh5 and white won.
1 Rf7: Qh5 2 Rf7 Kf8 3 Rb7 Ke8 4 Rf7

Amnatz-Hubner position above is:
Solution: The solution to

Chapter 18

Line Closing

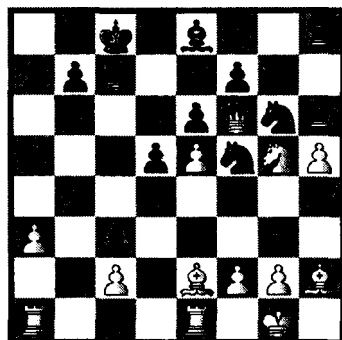
One of the interesting tactics used in the middlegame as well as in the endgame is "Line Closing" which means closing out the effective range of an enemy piece. In the diagram below, the theme of Line Closing is combined with discovered check.



1 White to play

The right way for white to win is **1 Bd6!** discovering check and at the same time closing the black queen's access to g6. On black's forced reply of **1...Kh8**, **2 Qg7** is mate. If white had played for the win of the black queen with **1 Bc7?** or **Bf2?** black would have replied **1...Qg6** and gone on to win the game. Thus, white can win only by the line closing move **1 Bd6**.

The rooks are generally at their strongest when they are doubled, either along a file or along a row. However, when the rooks are doubled and supporting each other, they have to be careful that their line to each other is not closed by enemy tricks as in the diagram below:



Rauzer - Rabinovich
Leningrad 1936
White to Play

White played a move that looks like a big strategic mistake and seems to allow the double black rooks complete control over the h-file:

1 hg6!! Rh2.

But now, the line between the two rooks is suddenly closed and one of the two black rooks is lost.

2 Nh7!

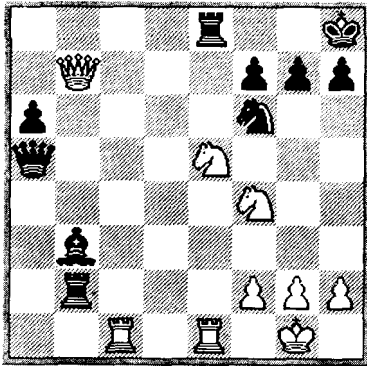
Like magic, both rooks are threatened (3 Qh8 and 3 Qh2) and one of them must go.

2...R2h7 3 gh7 Rh7 4 Bd3 and white won.

The following position unusually features line closing tactics at different squares on the first and fifth moves.

See diagram

3. Bachtiar - Liang
Indonesia 1961
Black to play.



1...Bd1!

This closes the link between the two white rooks and at the same time threatens the queen with 2...Rxb7 and mate with 2...Qxe1.

2 Nf7 Kg8 3 Re8 Ne8 4 Qe7 With a series of forced moves white has averted both threats as his queen is no longer attacked and the threat over e1 is gone. Moreover white is himself threatening mate. Surely, black cannot escape now? But he can! And it is a line closing move on a different square.

4...Re2!!

Again mate is threatened on e1 and again the black queen on e7 is threatened. This time white has no more checks left and he resigned.

In the next position, we see Line Closing used for defence and not for attack.

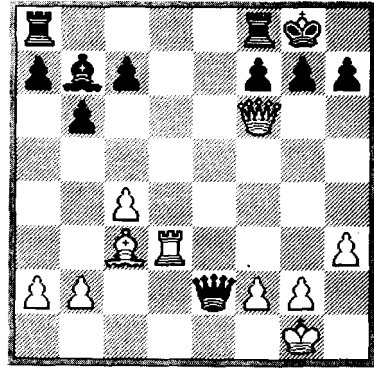
See diagram

4 Ahues - Another

Berlin 1954

Black to play

Black has an extra rook. But he is threatened with mate in one move. Unfortunately, 1...g6 will allow 2 Rg3 Kh8 3 Bf6 mate. If black sacrifices his queen for bishop with 1...Qe1 2 Kh2 Qc3 3 Qc3, his defeat would only be postponed, not averted. Black

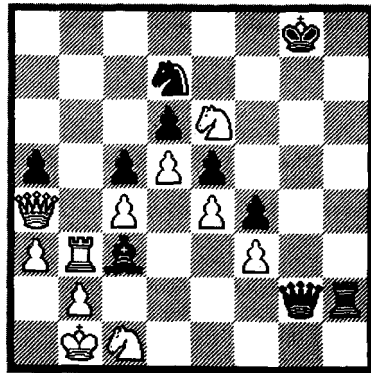


avoided mate through a line closing manoeuvre:

1...Qg4!! 2 hg4 gf6

As white can no longer give a check along the g-file with the rook as was possible in the variation given at the beginning. Now black's extra rook wins comfortably.

The next position also has line closing as a defensive weapon.



5 Kotov-Szabo

Zurich 1953.

White cannot play 1 Rc3 as it would allow 1...Qb2 mate. Neither could he play 1 Qd7? Qb2!! 2 Rb2 Rb2 3 Ka1 Rb7 4 Ka2 Rd7. This variation comes under the theme

of a "wheel" (a series of alternating checks and discovered checks) which was discussed in our last lesson. Different themes and tactical weapons could be ingredients of a chess combination and a good player must be able to visualize a combination of these themes.

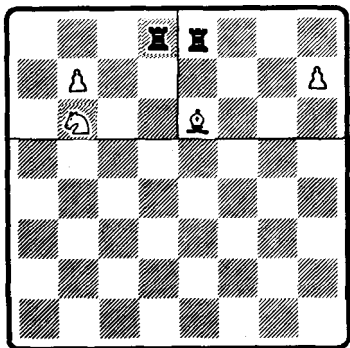
White has to find a way to keep the black army away from his King before he proceeds with his own attack. He played **1 Ne2!!** This move not only closes the line between the black queen and b2, but it also threatens the bishop with **2 Nc3**. Now all black defences lose:

(a) **1...Qe2** (the queen is decoyed away from the g-file allowing the white queen to mate on g5) **2 Rb8!** (this decoys the knight allowing the queen to enter the black camp with a deadly check) **2...Nb8** (if **2...Kf7** or **2...Kh7** white captures the N with checks) **3 Qe8 Kh7 4 Qf7 Kh6 5 Qg7 Kh5 6 Qg5** mate.

(b) **1...Bb2 2 Rb2** and the Ne2 is protected.

(c) **1...Bd4 Qd7**.

Line closing is very useful in the endgame when a pawn is pushed to the eighth rank and promoted to a queen.

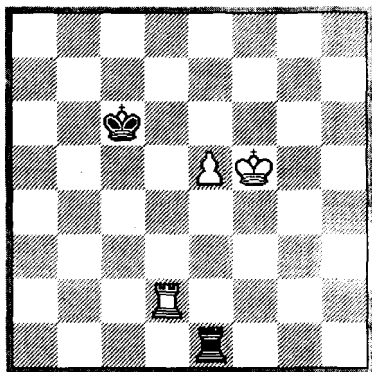


See Diagram 6 A and 6B
White to play

In 6A, white closed the rooks line to the queening square b8 by playing **1 Nc8** and ensuring the pawn queens next move. Simi-

larly, in 6B white plays **1 Bg8** and queens his pawn on the next move.

We shall now examine a frequently occurring endgame where one player has a rook and pawn against a rook.



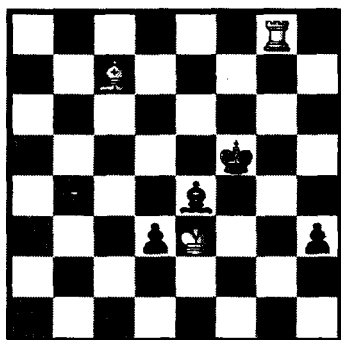
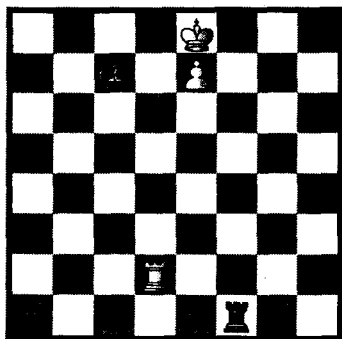
White must aim to push his pawn to the eighth rank and queen it. At the same time, he should not allow the black King to reach the queening square and draw the game. Therefore, the white rook must remain on the d-file and his King alone should escort the pawn to the eighth rank. The black rook will do its best to hinder the progress of the pawn and keep checking the King. Black continued here:

1...Rf1 2 Kg6 Re1 3 Kf6 Rf1 4 Kc7 Re1 5 e6 Kc7 6 Kf7 Rf1 7 Ke8 Re1 8 e7 The only way for black to prevent white from queening the pawn is to keep the white king locked in at e8. Therefore, black plays **8...Rf1**

See diagram

This is a standard position in rook and pawn endings. Often it is known as the Lucena positions. White wins by a manoeuvre which looks like building a bridge and involves the theme of Line Closing. White continued **9 Rc2 Kb7**.

If **9...Kd6, 10 Kd8** wins. Now white can play **10 Kd7**, but a spate of checks by the black rook would make any progress impos-



sible, e.g., 10 Kd7 Rd1 11 Ke6 Re1 12 Kf6 Rf1 (or even...Re1) 13 Kg6 Re1 14 Kf7 Rf1 15 Ke8 Rf3 and so on.

To make real progress, white should be able to close the line of the black rook along the vital e-file. Therefore

10 Rc4! (from the fourth rank the rook would be able to parry harassing checks and force home the pawn to the eighth rank)

10...Rf2 11 Kd7 Rd2 12 Ke6 Re2 13 Kf6 Rf2

Here black has two other possibilities, both losing:

(a) **13...Kb6 14 Rb8** and black will have to give up his rook for the d-pawn as it threatens to queen with the support of the rook and not the King;

(b) **13...Kb8 14 Rc5** and black could do nothing to stop white from playing **Re5** closing the black rook's line to the queening square e8.

14 Ke5 Re2 15 Re4 and the pawn queens.

The next example shows a practical case of a line closing in an ending.

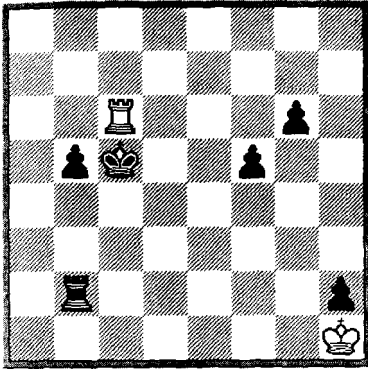
See diagram

9.Nenarokov - Grigoriev
Moscow 1923, Black to play

This is a beautiful example of Line Closing in the endgame. Black played **1...d2!** and white replied **2 Rd8** and it seems that black cannot avoid the draw which is threatened after **3 Rxd2**. But black brought out a beautiful reply: **2...Bd6!!** and suddenly white cannot prevent one of the black pawns from queening. White resigned because if **3 Rd6** the rook blocks its bishop's control over h2, and black's **3...h2** ensures that one of the two pawns queen. Or, if **3 Bd6 d1 Q** wins as the bishop has interfered with its rooks access to the d1 square.

This theme of a rook and bishop interfering with each others effective range is a popular theme in problem composing and solving. It is called a Grimshaw. Chess problems have specific conditions. Generally, in chess problems, white is asked to move first and mate in two or three or any specified number of moves. As the aim in chess problems is specific, material is immaterial. To avoid being mated within the specified number of moves, black can do anything, like sacrificing his strongest pieces. Because of this, problem settings are often bizarre with the kings and pieces stuck in odd places. A good problem solver is not necessarily a good player. The best problem solvers are of course computers.

Our last position involves a player trying successfully to close the line of his own rook. But here, it is not suicide!



10 Mikhaililov - Grigoriev
 Moscow 1931
 Black to Play

As the white king is stalemated, white is trying to give away his rook free so that the game ends in a draw through stalemate. The only way for black to win is to capture the rook when his king comes on to the second rank anywhere from c2 to f2 closing the line of his own rook to h2, or interpose his rook to any check on the b-file. The game went:

1...Kb4! (1...Kc6 is draw by stalemate) 2 Rc4 Ka3 3 Ra4 (3 Rc3? Rb3 wins as the stalemate of the cornered king is lifted) 3...Kb3 4 Ra3! (If 4 Rb4? Kc2 5 Rc4 bc4 and the white king can now move and there is no stalemates) 4...Kb4! (If 4...Kc2 5 Rc3 Kb1 6 Rcl Ka2 7 Ra1, etc) 5 Ra4 (5 Rb3? Rb3 wins) 5...Kc3 6 Rc4 Kd2 7 Rd4 Ke2 and 0-1 as white has no more checks and his king is free to move.

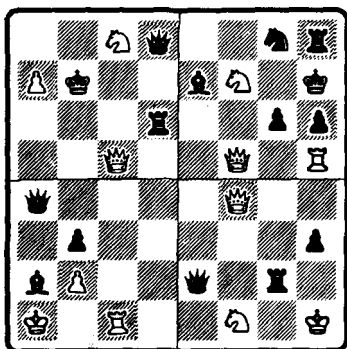
Chapter 19

Clearance Tactics

In our previous chapter, we dealt with the closing of enemy lines to achieve important objectives. Now we take up 'Square Vacation' and its allied theme of 'Line Opening', which is also known as 'Line Clearance'.

Square Vacation

Diagram No.1 illustrates four positions where mate is achieved by vacating a piece from a square in order to enable another piece of the same colour to occupy that square and deliver mate.



1-A White to play mates by 1 a8 = Q! Ka8 2 Qa7 mate.

1-B White to play wins by 1 Ng5! (1...Kg7 2 Qf7#) Bg5 2 Qf7#

1-C Black to play: 1...Bb1! 2 Kb1 Qa2#

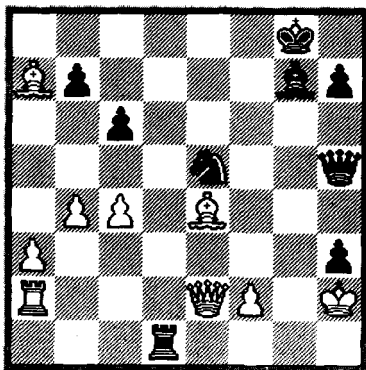
1-D Black to play: 1...Rg1! 2 Kg1 Qg2#
In Diagram No.2 given below, Black can win immediately if he did not have his knight on e5. He could then play 1... Be5 mate.

See diagram

2. Rensch - Troyansk

Sofia 1969

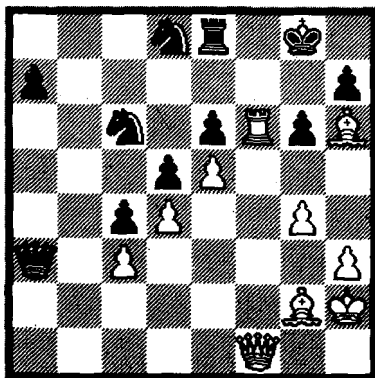
Black to play.



Black vacated the e5 square with a forceful move which did not give white a chance to prevent...Be5.

He played 1...Nf3!! and white resigned because, after 2 Bf3 Be5 he must lose his queen to prevent immediate mate.

Thus, we learn that when our own piece or pawn prevents an advantageous manoeuvre or a tactical stroke by occupying a square, we should think of objective sacrifices could be cheerfully made.



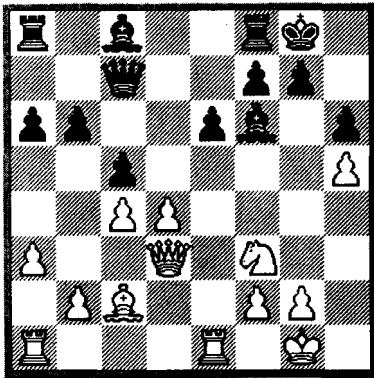
In digram No.3 White vacates the f6 square for his queen.

3. Golovko- Goldin

Moscow 1964

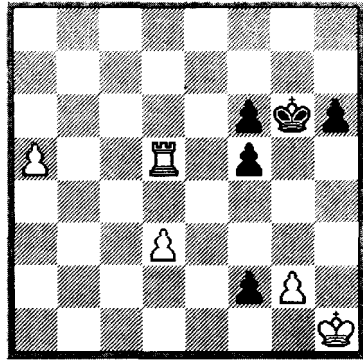
White to play

White notes that black has guarded the f8 square adequately but no black piece covers g7. To threaten mate on g7 he played 1 Rg6! hg6 2 Qf6 Re7 (If 2...Qe7 3 Qg6 Kh8 4 Bg5! with the dual threats of 5 Be7 and 5 Bf6; but blacks 2...Re7 has suddenly left f8 ungraded allowing white to strike through that square.) 3 Qf8 Kh7 4 Bg5! 1-0. Black resigned as it has no defence against the threat of 5 Bf6 and 6 Qh8#. Please note that Black's Re7 cannot move as it is pinned against his Qa3. If 4...Qc3 5 Bf6 mates. In the middle-game, square vacation is sometimes needed as a defensive measure. Diagram No.4 is typical.



Black to play.

Black is threatened with Qh7 mate. The only reasonable defence is to vacate f8 for the king with 1... Rd8. After 2 Qh7 Kf8 3 Qh8 Ke7 the white queen must return to h7 and nothing has been achieved. If black played 1...g6? shielding h7, he would have not only lost an important pawn but also shattered his own castled position after 2 hg 3 Qg6. The square vacation theme occurs in the endgame as well. See diagram no. 5



5 Alekhine-Shishko

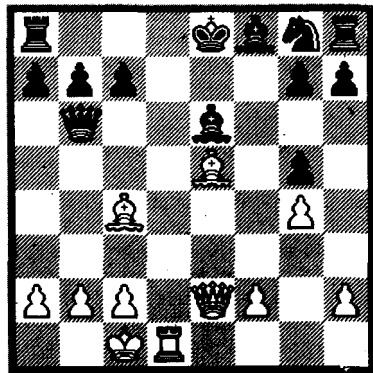
Moscow 1919

White to play

Though Alekhine has an extra rook he appears to be in a losing position with the black pawn on f2 threatening to queen with check. If white did not have a pawn on g2, everything would be fine for him as his king could move there and stop black from queening. The game went : 1 Rf5!! Kf5 2 g4! Kg4 3 Kg2 1-0. Black resigned as white has control over the dangerous f2 pawn while he himself cannot cope with White's passed pawns.

Line Clearance

Clearance of a file or rank or diagonal sometimes facilitates an offensive or defensive plan just as square vacation did.

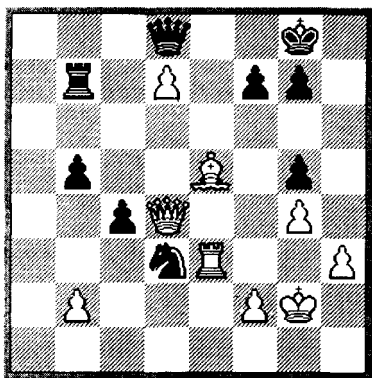


6 Boleslavsky-Lilienthal

March 1941
White to play

White opened the e-file with a clearance sacrifice: 1 Bc7! Black resigned as after 1...Qc7 2 Qe6 white mates on the next move.

Diagram 7 features a move which is a combination of the Line Opening and Line Closing themes.



7 Fischer-Kapilo

Colombia 1956
White to play

White played 1 Bc7! This opens the e-file for white's Re3 and closes the black rooks line to d7. Black resigned as his queen is under attack and 2 Re8 is also threatened.

In diagram No. 8 white pays the penalty for delaying castling and developing his queen side first.

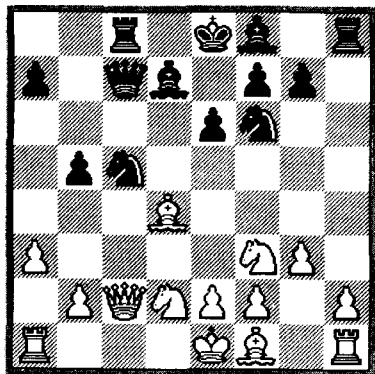
See diagram

8 Andonov-Lputian

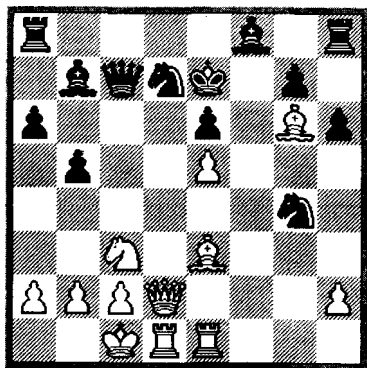
Sochi 1987
Black to play

With black's rook and queen doubled along the c-file, his next move is almost obvious. He played 1...Nd3! and white resigned as 2 Qd3 allows 2...Qc1! 3 Rc1 Rc1#

Diagram No. 9 is an instructive but slightly complicated example of two sepa-



rate diagonal clearances occurring in favour of the white queen.



9 Pugachev-Nakonechny

USSR 1989
White to play

Black is clearly in a very bad position. But he has a knight more and is threatening to strike at Whites cramping pawn on e5. White must hit at the black king fast or collapse through material disadvantage. A player must find a forceful way to reach victory when he has such a great positional advantage as white has here. If he makes 'routine' moves, black might wriggle out of the mess, and win with his extra knight.

1 Bb6!

The purpose of this surprising move is to clear the way for the queen to f4 and on to f7 for mate. Now 1...Qb6 will allow 2 Qd7# while 1...Nb6? is met by 2 Qf4 Nd5 (2...Ne5 loses immediately to 3 Qh4 mate!) 3 Qf7 Kd8 4 Qc8# Black's reply is forced.

1...Qc6 2 Nd5!

This is a spectacular way to open the d2-b4 diagonal. White now threatens the deadly 3 Qb4. The other alternative to open this diagonal was not good. 2 Nb5? Nge5. But 2 Qf4! also won. Let us see black's alternatives after 2 Qf4!:

(a) 2...Qf3 3 Qb4! Nc5 4 Qc5#

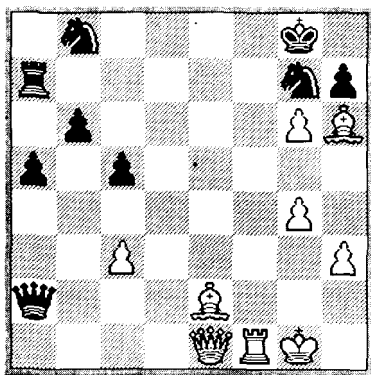
(b) 2...Nde5 3 Re5! Qf3 (3...Ne5 4 Qh4#) 4 Re6! Ke6 5 Bf7 Ke7 6 Be5#

(c) 2...Nge5 3 Re5 Qf3 (3...Ne5 4 Qh4#) 4 Qh4! (forcing black to block the f6 square before checking on b4) 4...Qf6 (or...Nf6, it is the same) 5 Qb4 mate.

2...ed5 (2...Qd5? loses to 3 Qb4) 3 Qb4! Ke6 4 Qg4 1-0 because of 4...Ke7 5 Qh4 Ke6 6 Qf4 for 7 Qf7 mate.

This example was a little tough, but if you study the whole position and all variations patiently and thoroughly, it will make

you play stronger. Now try this delightful position (diagram 10)



10 Chigorin-Unknown

Petersburg 1894

White mates in three

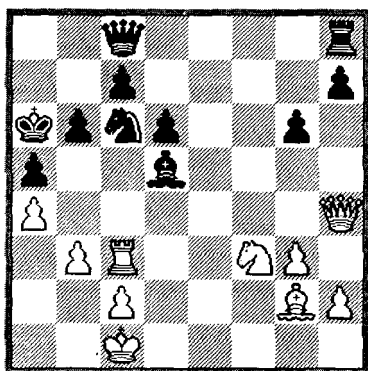
Solve this yourself.

Solution to this is 1 Be4! (Opening the e-file for Queen) 1...Qc4 (If 1...Rf7 2 g7 Kf8 3 Qe8 mate) 2 Qe8! (Forcing the knight out of g7) 2...Ne8 3 Rf8#

Chapter 20

The King Hunt

One of the most attractive methods of winning is by sacrificing material to drag the opponent's king out of its safe position, and mate it or gain big material advantage that would force resignation. Sometimes the king is dragged across the board with none of its pieces able to prevent the stream of checks and threats.

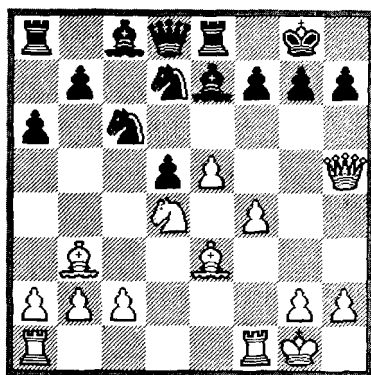


1 Kasparian - Manvelian
Yerevan 1939
White to play

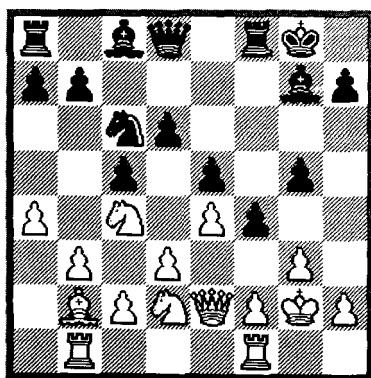
The king hunt here was violent, forceful and finally artistically quiet: **1 Rc6!! Bc6 2 Qc4 Kb7 3 Qc6!!! Kc6 4 Ne5!** (The Precise double check preventing the black King from escaping to d7) **4...Kc5 5 Nd3! Kd4 6 Kd2!!!** A very beautiful move. Black has great material advantage, but he cannot prevent **7 c3** mate Therefore 1-0.

(See Diagram below)
2 Troynov-Popov
USSR 1962
White to play:

This is similar to the Edward Lasker - G.A.Thomas game published in this section titled 'Discovered attack' in this book White achieved victory through: **1 Qf7!! Kf7** (If **1...Kh8 2 Ne6** threatens the Qd8 and Qg7 mate) **2 Bd5 Kg6** (If **2...Kf8 3 Ne6** knocks



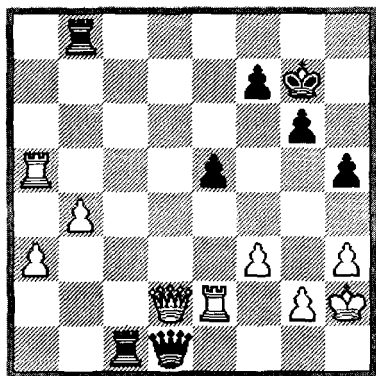
off the Queen and wins two pawns) **3 f5 Kh5 4 Bf3 Kh4 5 g3 Kh3 6 Bg2 Kg4 7 Rf4 1-0** for if **7...Kh5 8 Bf3 Kh6** or **Kg5 9 Rh4** mate: or if **7...Kg5 8 Rh4** mate. The next example is a nice King hunt won by Chief Editor of Chess Mate when he was 14.



3. S.Raman-Arvind Aaron
Kanchipuram 1977
Black to play
1...f3! 2 Nf3 Bh3!! 3 Kh3 g4! 4 Kg4 Qd7 5 Kh4 (if **5 Kh5 Rf6!** wins) **5..Bf6 6**

Ng5 (if 6 **Kh5 Qg7** threatening 7...**Qg6#** wins) 6...**Bg5 7 Kg5 Rf6! 8 g4** White refuses to be dragged across the board because after 8 **Kf6 Qg7 9 Ke6** (9 **Kf5 Rf8**, etc.) **Qf7 10 Kd6 Qe7 11 Kd5 Nb4#** White had to play 8 **g4** as black's threat was 8...**Qg7** and 9...**Rh6** mate.

8...**Qe7!** (This threatens not only the Queen by ...**Rf2** discovered check, but also 9...**Rf3 10 Kh5 Rh3** mate) 9 **Kh5 Rh6!! 10 Kh6 Qh4** mate.



4. Barua-Sofia Polgar
New Delhi 1990
Black to play

Sofia Polgar is clearly losing on the queen side where Barua has two connected passed pawns. Sofia played 1...**Qg1** fairly quickly but after 2 **Kg3** she thought for long as she has possibilities like ...**Rc4** and ...**Rh8**. But finally she played 2...**h4!!** And then forced 3.**Kh4 Qh2!!** Now Barua thought for

long because Sofia has a serious mating threat and cannot take the rook. If 4 **Qc1?** **Rh8 5 Kg4 f5 6 Kg5 Qg3#**. As the key black move in black's attack is **f7-f5**, white can consider 4 **Ra7** pinning the f-pawn and also threatening the drawing sacrifice 5 **Rf7 Kf7 6 Qd7** etc. with draw by perpetual check. But here an important factor is that the white **Qd2** in controlling **f4** and preventing black's deadly **Qh2-f4**.

Therefore if 4 **Ra7** black makes the decoy sacrifice 4...**Rd1!!** which prevents the drawing 5 **Rf7** because **Qd7** is now impossible. However after 4 **Ra7 Rd1 5 Qg5** (5 **Qe3** loses to 5...**Rd4** as **Qe3** interferes with defence **Re2-e4**) 5...**Rh8 6 Kg4 Rd4 7 Re4 Qg2** is mate. Barua therefore decided to sacrifice a rook for five pawns and the game went.

4 **Ree5 Rc4 5 Re4 Rh8 6 Kg4 f5 7 Rf5 gf5 8 Kf5 Rf8 9 Kg4 Re4 10 fe4 Rg8** The remaining moves are given for technical interest only.

11 **Kf5 Rf8** (sealed move) 12 **Kg4 Rf6 13 Qd7 Rf7 14 Qd2 Kh7 15 Kh5 Qe5 16 Qg5 Qe4 17 g4 Qe8 18 Kh4 Qe7 19 a4 Qg5 20 Kg5 Ra7**. 0-1. After 21 **a5 Rb7** black picks up white's a and b pawns with the rook and then turns his attention to the king side pawns.

The moral of all this is that if a king is forced out of his castled position, he faces very very dangerous threats. But the defender must not give up easily as he may have unexpected defensive resources through the extra material that his opponent has gifted away in pursuit of the king.

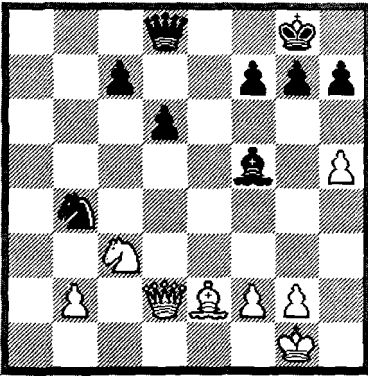
Chapter 21

The Double Attack

The basis of most combinations is double attack. In a double attack, a player attacks two pieces simultaneously and captures one of them. Or a player may simultaneously threaten mate and the win of a piece or pawn elsewhere, obliging his opponent to save his king and abandon the attacked piece or pawn. An illustration of this is from the French Defence game given below.

1 e4 e6 2 d4 d5 3 Nc3 de4 (this exchange inviting a white piece to the centre of the board is not good for the black) **4 Ne4 Nf6 5 Bd3 Be7** (if **5...Qd4??** white wins through a double attack: **6 Bb5** checking the king and capturing the black queen next move) **6 Nf3 0-0 7 Qe2 b6??** This loses a rook through a double attack. **8 Nf6! Bf6 9 Qe4!** White wins as he threatens both **10 Qh7** mate and **10 Qa8**.

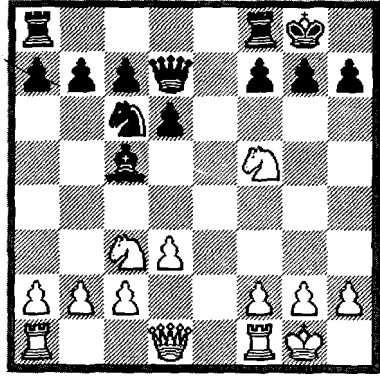
Our first diagram illustrates double attack at its simplest form.



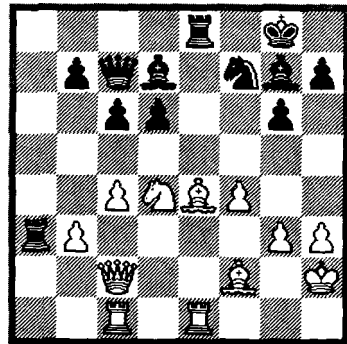
1 White to play.

White wins by **Qf4** attacking the bishop on **f5** and Knight on **b4**. Black will lose one of the two pieces.

In diagram 2 black has just made the blunder **Qd8-d7**.



White can win immediately by **1 Qg4!** which threatens mate on **g7** and also threatens to win the **Qd7** by **Nh6**. If black plays either **1...g6** or **1...f6** averting mate on **g7**, he would still lose the queen after **2 Nh6** and **3 Qd7**. I had walked into such a position with the black pieces against Dr.R.Nagendra in the 1980 National B at Delhi. Though Nagendra is a sharp tactical player himself, he also missed **1...Qg4!** It will be comforting to the beginners to learn that even very strong players need to sharpen their tactical vision by periodically refreshing their skills.



One will observe from the given examples that only unsupported pieces and the king become objects of the double attack. In the diagram 3 one spots the unsupported black rook on a3. But that seems to be the only object of attack. For a double attack one needs two unprotected pieces or one unprotected piece and the availability of a check

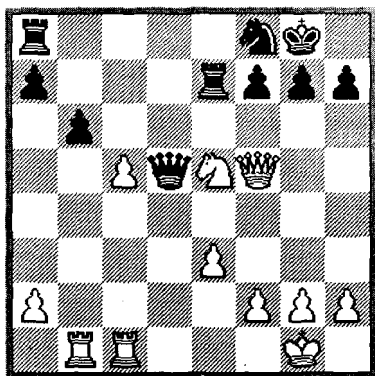
3 Slepov-Shkundov

USSR 1961.

White to play.

White cleverly works on creating a second objective to utilise the adventurous rook on a3. He continued **1 Bg6!! hg6** (if 1...Re1 2 Bh7 Kh8 3 Re1 wins 2 pawns) **2 Re8 Be8 3 Ne6 Qd7** (if 3...Qa5 to protect the Ra3, then 4 Qg6 mates on g7) **4 Ng7 Kg7 5 Qb2** (finally the double attack has materialised) **1-0**.

And here is a crisp double attack from the 19th USSR Championship

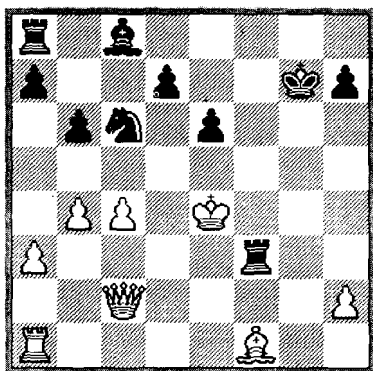


4 Krogius-Sergievsky

White to play.

White stunned everybody with **1 Ng6!!** This move offers both queen, Knight, but also attacks both queen and rook. If now 1...Qf5, then 2 Ne7 Kh8 3 Nf5 wins rook. If 1...Rd7 white wins the queen by 2 Ne7! Black's best is to play 1...Qe6 and limit his loss to the exchange (rook for knight).

When a knight forks two pieces it is double attack. In diagram 5 we see a couple of delightful knight forks.

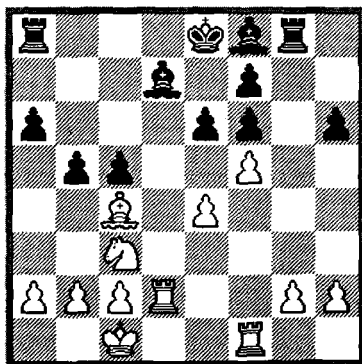


5 Stepanov-Romanovsky.

Leningrad 1926,

Black to play.

Black forced immediate resignation with **1...d5!!** White cannot take the rook as a Kf3 is answered by 2...Nd4 forking king and queen. White's best defence after 1...d5 is also shattered brilliantly: **2 cd5 ed5 3 Kd5 Be6! Kd6** (unfortunately, if 4 Kc6, Rc8 skewers the queen) **4...Rd8 5 Kc7 Rf7** wins.



The next example deals with a double attack by a bishop.

6 Volchok-Palmetto

Correspondence 1978

Black's threat to the bishop seems to be alarming. But white uses his advantage in development and the double attack to achieve a quick victory. **1 fe6! fe6 2 Nd5!** (This threatens to win the Rg8 by Nf6 and the Ra8 by 3 Nc7) **2...Bg7!** After 2...ed5? 3

Bd5, not only does the white bishop avoid capture on c4, but it also attacks both black rooks simultaneously.)

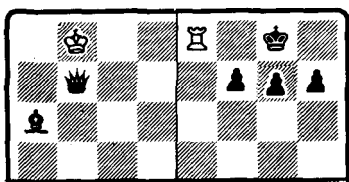
3 Nc7 Ke7 4 Rfd1 Rad8 5 Be6! (again a double attack) **5...Be6 6 Rd8 Rd8 7 Rd8 Kd8 8 Ne6 1-0.**

Chapter 22

The Back Rank

The Back Rank

The easiest of mates is when a king is mated along the edge of the board. The reason is simple: on the edge of the board, the hunted king has fewer squares to escape to. Diagram No. 1 illustrates this mate which is usually known as the back rank mate.

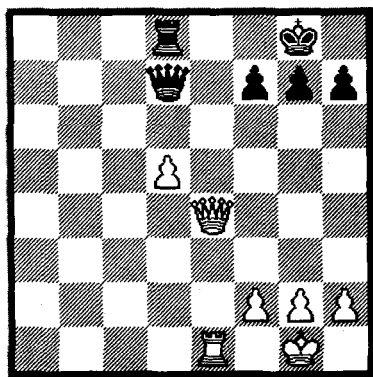
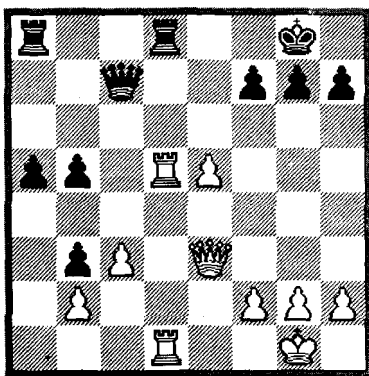


In diagram 1-A, the white king is mated while in 1-B, the black king is mated. Both of these mates are very typical and both are mates along the back rank or eighth rank.

In diagram No 2, both players have back rank weaknesses.

However in Diagram 2, if the white pawn is on d6 instead of on d5 with all other pieces on the same squares, then black can capture the pawn safely: 1...Qd6 2 Qe8 Re8 3 Re8 Qf8

Several beautiful combinations are based on the theme of back rank weakness.



If black captures the pawn with 1...Qd5? then white can either win the queen with 2 Qd5 (because 2...Rd5 allows 3 Re8 mate) or mate with 2 Qe8! Re8 3 Re8 mate.

Minic-Honfi

Vrnyacka Banya, 1966 White to play.

The square on which mate is threatened is d8. White is attacking d8 twice with his two rooks. Black is defending d8, also twice with his rook and queen. In order to win with his attack on d8, white must deflect away one of black's two defenders from d8.

White played 1 Qa7!! offering the queen and threatening black's two defenders. If black captures the Qa7 with either rook or queen, he would be letting go control of d8 and get mated after 2 Rd8. If 1...Rd5 2 Qa8 Qd8 3 Qd8 Rd8 4 Rd8 or if 1...Qc8 2 Qa8 Qa8 3 Rd8 mates. The next example has a small twist. Diag

See Diagram below

4 Lematchko-Popova

Black appears to have no back rank weakness. Yet, white has a forced mate in

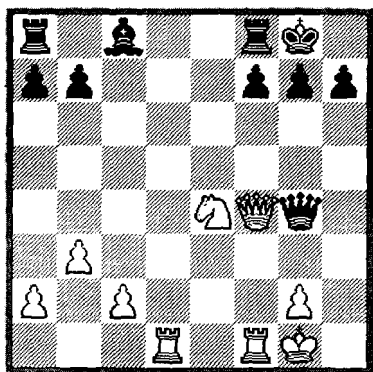


Diagram 4.
three moves: 1 Qf7!! Rf7 2 Rd8 Rf8 3 Rdf8 mate.

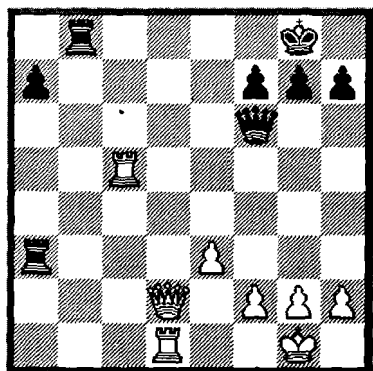


Diagram 5.

See diagram 2 below

5 Goldin-Bogdatev

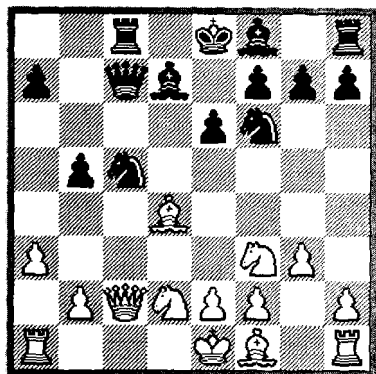
White to play.

White's first move is obvious: 1 Qb4!

This attacks both rooks. If now 1...Rb4? 2 Rc8 mates. So, it seems that once the Rb8 moves away, white captures the rook on a3. But it is not that simple. Black replied 1...Rd8! and suddenly white had to find a better move: 2 Rcd5! this move threatens mate on d8 and also maintains the threat to the Ra3. If now 2...Rd5, then 3 Qb8 Qd8 4

Qd8 Rd8 5 Rd8 mate. Therefore, black resigned.

Though back rank mate occur mostly in the middle-game and occasionally in the endgame, one has to be careful in the opening too. Diagram 6 is an illustration.



Andonov-Lputyan

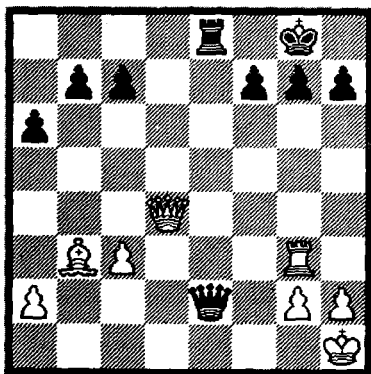
Sochi 1987

Black to play

Black won immediately with 1...Nd3!!

0-1.

If 2 Qd3 Qc1 3 Rc1 Rc1 or, if either 2 ed3 or 2 Kd1, the 2 Qc2. A slightly different kind of back rank finish is illustrated in diagram 7.



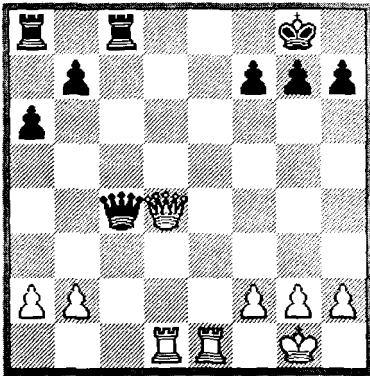
7 Black to play.

White's back rank seems to be weak but adequately guarded. But black forced a quick win with **1...Qf1!** (1...Qe1 2 Qg1 is o.k. for white) **2 Qg1 Re1!** Black threatens the direct Qxg1 and there is nothing that white could do about it. White resigned.

A different back rank idea is demonstrated in Diag 8.

Let us take diagram 8 again and move the black pawn from h7 to h6. The position is still bad for black as white wins a rook by **1 Re8 Kh7 2 Qc4! Rc4 3 Ra8.**

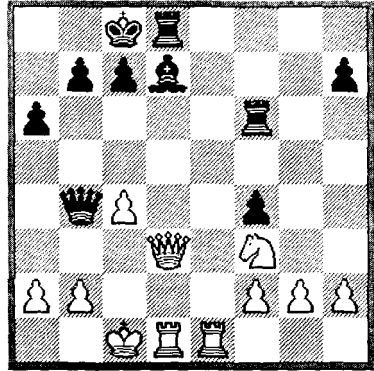
If you have understood the above examples, then the following position should be easy for you to solve:



White to play.

White cannot win easily by **1 Qc4 Rc4** as he has no mate on the back rank.

But he has a different way to win: **1 Re8!!** After **1...Re8**, **2 Qc4** wins the queen.



Keres- Alekhine

Margate 1937

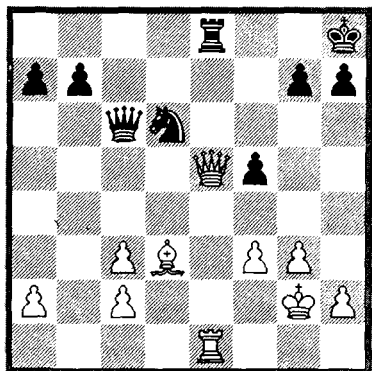
White to play and win.

Solution: **1 Qd7!!** 1-0 for if **1...Rd7 2 Re8** mates.

Chapter 23

The Overloaded Piece

A piece is said to be overloaded with responsibilities when it supports more than one piece or when it is required to control more than one important square.

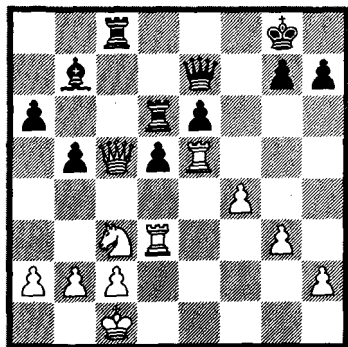


1 Smyslov-Lilienthal
USSR 1941

White to play

The black queen is protecting both the knight and the rook and is therefore considered overloaded. White wins by **1 Qd6!!** 1-0 for if **1...Qd6** **2 Re8** mates along the back rank (see our lesson on Back Rank).

A spectacular illustration of three pieces simultaneously overloaded is given in No 2.



3 Drimer-Pomar

Leipzig Olympiad, 1960

Black to play

First black attracted the white queen to square where it could be captured: **1...Re1!!**

If **2 Qc1** the rook on g1 becomes overloaded protecting both the queen and the g2

2 Mattison-Wright Bromley 1925

White to play.

White played **1 Nd5!!**

Let us see what will happen if the many possible captures are made:

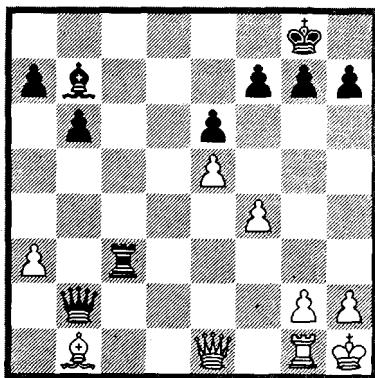
a) **1...Rc5** **2 Ne7** **Kf7** **3 Rd6** and white has won the exchange.

b) **1...Bd5** allows **2 Qc8**. The bishop was overloaded, protecting both rook on c8 and the pawn on d5.

c) **1...Rd5** allows **2 Qe7**. The rook was overloaded, protecting d5 and shielding the queen on e7.

d) **1...ed5** allows **2 Re7** and **3 Rb7** as the pawn on e6 was overloaded, supporting d5 and shielding the Queen on e7.

Therefore black continued **1...Qd7** and resigned when white replied **2 Ne7!** as it forces **2...Qe7** **3 Qd6** winning the exchange. A typical case of an overloaded rook along the back rank is illustrated in Diagram 3.

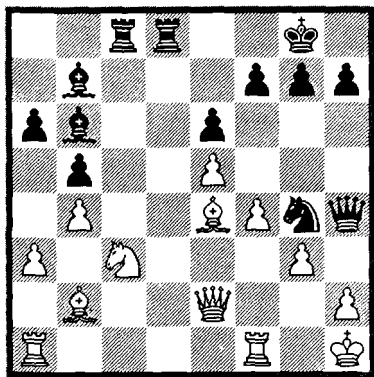


pawn allowing 2...Bg2!! 3 Rg2 Qc1 winning. White therefore placed his hopes on 2 Bh7! Kh8!

If 2...Kh7 3 Qh4 Kg8 4 Qd8 and white draws by perpetual check. 3 Qc1 If 3 Qg3, Rg1 4 Kg1 Qd4! and black captures Kh7 as black controls d8 and there is no perpetual check. The game continued: 3...Bg2! 4 Rg2 Qc1 5 Rg1 Qc6 6 Rg2 Kh7 0-1.

The overloaded theme often occurs as an important part of a combination which might have other strategic ideas too, like the back rank theme in Diagram 1.

Diagram 4 starts with the theme of destroying the guard and moves on to overloading the white queen. Akiba Rubinstein (1882 -1961) is more remembered by this classic combination.



4 Rotlevi-Rubinstein

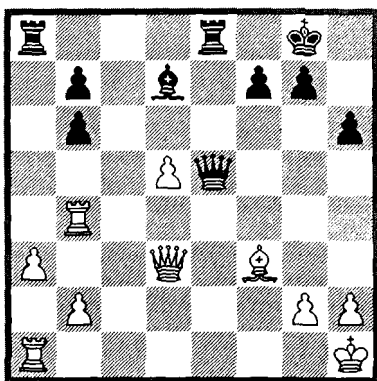
Lodz 1907

Black to play.

Black sees that the white queen has to defend his important bishop on e4 and the threatened mate on h2. But the Be4 is additionally supported by the Nc3. Therefore Rubinstein destroyed the defender with 1...Rc3!! If now 2 Bc3? Be4 and white is lost as his queen is overloaded with the defence of e4 and h2. Also if 2 Bb7? Rg3 wins an important pawn and threatens ...Nh2! as well as ...Rh3. Therefore white took the queen: 2 gh4 Then came another thunderbolt: 2...Rd2!! Even though white has captured the black queen, he finds that yet again

his queen is overloaded defending e4 and h2. 3 Qd2 Be4 4 Qg2 Rh3!! White can do nothing to prevent 5...Rh2 mate. Therefore he gave up.

The tactical themes of back rank and overloaded go well together. So whenever your opponent has an inadequately guarded back rank, you must think of springing an overload combination on him. On the same grounds, watch out for your own back rank! Do you see or 'smell' a combination for black in Diagram 5? Think before you see the answer given immediately below.



5 Mikenas-Bronstein

23rd USSR Championship

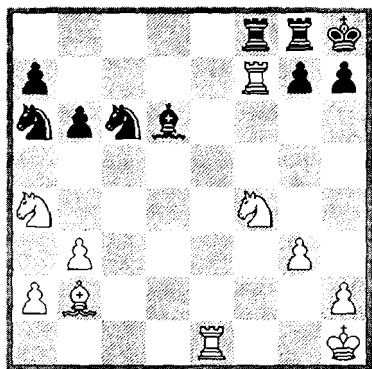
Black to play.

First of all 1...Qe1 is met by 2 Qf1 and black has nothing. Bronstein who was Challenger to Botvinnik in the World Championship Match of 1951 saw deeper and produced a startling move which forced immediate resignation. It was 1...Ra3!!! This brilliant move shows that three of white's pieces are overloaded.

a) 2 Ra3 allows...Qe1 mating. The Ra1 was overloaded with the defence of a3 and e1.

b) 2 Qa3 allows...Qe1 mating as the white Queen was defending both a3 and f1.

c) 2 ba3 allows 2...Qa1 3 Rb1 Re1! mates.

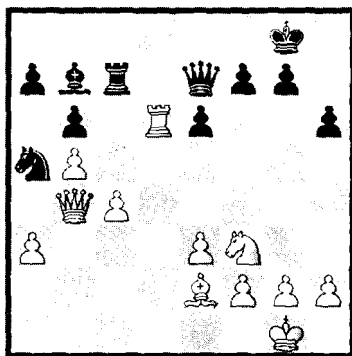


6 Furman-Witkovsky
 Polyanitza-Zdrui, 1967
 White to play

White is inspired by the tight corner in which the black king is placed and thinks of winning by smothered mate. He played **1 Re4!!** If now **1...Rf7?** white wins by a brilliant smothered mate. **2 Ng6!** hg6 **3 Rh4** mate. Therefore black captured **1...Bf4** and we see the overload idea of Diagram 3 working here. Black's Rg8 is overloaded with the

defence of g7 and f8. So there happened **2 Bg7! Rg7 3 Rf8 1-0** as after **3...Rg8 4 Ref4** he has nothing more to play for.

If you have understood the principles of overload, then Diagram 7 should be easy for you. How does black get back his lost pawn?



7 Tzvetkovich - Vitolinsh
 Riga 1968
 Black to play

Solution: **1...Nc4! 2 Bc4 Rc4 3 Qc4 Qd6.**

Chapter 24

Which Opening To Play?

Which Opening To Play?

Chess openings are broadly classified under three major heads: Open Games, Semi-Open Games and Closed Games.

Openings with 1 e4 are generally called open games. The Giuoco Piano (1 e4 e5 Nf3 Nc6 3 Bc4 Bc5), the Kings Gambit (1 e4 e5 2 f4), the Ruy Lopez or Spanish (1 e4 e5 2 Nf3 3 Bb5), etc., are classified under open games.

To 1 e4, if black replies with defences like the French (1...c6), the Pirc (1...d6), Caro-Kann (1...c6), Sicilian (1...c5), Alekhine (1...Nf6), etc., the opening is classified under semi-open games.

All the other openings where white does not play e2-e4 on the first move are called closed games. Under this classification come 1 d4, 1 c4, 1 f4, 1 Nf3, etc.

These are only broad, general classifications. One can get a closed game from a Ruy Lopez, or an open game 4 from the Tarrasch Gambit (1 d4 d5 2 e4 e6 3 Nc3 4 cd5 cd4). A player must choose openings which suit his style and make him enjoy his chess. He must not choose an opening because 'there are fewer variations in it to be studied', or because the world champion is playing it.

The open games suit players who are fond of tactical play and are good at it because the character of the open game brings the two players into quick combat without any emphasis on positional play. Thrilling play where a player allows the total destruction of his castled position, but, just in time carries out a non-stop victorious attack against the opponent's king, is more likely to result from an open game than from closed games. The semi-open and closed games suits players who like slow but sure development, strategic plans, manoeuvring and playing against opponents' weak squares.

However, a young player who is trying to improve his or her chess cannot yet know which style of play (tactical or positional

chess) would suit his basic character. As tactical chess dominates all other aspects of chess play, it is important that a young player understands the tactical principles of chess as soon as possible. Through practical play, he must learn the importance of mobility of pieces, rapid development (sometimes at the cost of pawns or pieces), sacrifice, attack, counter-attack and defence. Such tactics are best learnt by playing open games, especially the gambit. Therefore, young players need not worry about their styles of play and try out sharp tactical chess through open games. After they have developed their tactical skill, they could decide to play closed games if that would suit their character better.

I give below five games, all featuring open positions. Choose a partner of approximately your own strength and go through the following games one by one. It would be in your interest if your partner is slightly stronger than you, and you jointly study only one game at a time. After you study the game, you should play each other two games, using the same opening, once with the white pieces and then with the black pieces.

For example let us take the first game, King Gambit Accepted, Fischer vs Computer, 1977. The moves given in bold letters are compulsory. That means both of you must play 1 e4 e5 2 f4 ef4. Only on the third move, white can vary and the game can take its own course. After playing two games, and so on. The same method applies to the other games too.

When playing such games, it is important that you strictly follow the 'touched piece' rule, as you cannot learn anything unless you play friendly games in a serious manner. If you blunder a piece or a pawn, you may call yourself a donkey, but do not take back the move or resign. Nobody ever won a game after resigning. Play on, may be your opponent himself might blunder! But if

you are in a really hopeless position and your opponent is playing purposefully and correctly, then perhaps it is time to start the next game.

A good habit would be to analyse with your opponent every game after it is finished whether it was played in a tournament or at home. Such analysis would reveal several facets of chess and without your knowing, you would be turning into a better player. It means, however, that you must record the moves even while playing a friendly game, but the long term results are worth the trouble.

I had suggested that you play friendly games with a partner who is slightly stronger than you. Sometimes it is not easy to find such a partner. But perhaps you can try your own brother, sister, cousin, father, mother, neighbour or class mate?

Suggested Training Programme

Players must play two games a day, one with white and another with black, using compulsorily the moves given in bold in the following games.



King Gambit Accepted

Fischer-Computer, 1977:

1 e4 e5 2 f4 ef4 3 Bc4 d5! 4 Bd5 Nf6 5 Nc3 Bb4 6 Nf3 0-0? 7 0-0 Nd5! 8 Nd5 Bd6 9 d4 g5 10 Ng5 Qg5 11 e5 Bh3 12 Rf2 Be5 13 de5 c6 14 Bf4 Qg7 15 Nf6 Kh8 16 Qh5 Rd8 17 Qh3 Na6 18 Rf3 Qg6 19 Rc1 Kg7 20 Rg3 Rh8 21 Qh6 mate.

Latsvian Gambit

Atars-Tomson, 1973:

1 e4 e5 2 Nf3 f5 3 Bc4 fe4 4 Ne5 Qg5 5 d4! Qg2 6 Qh5 g6 7 Bf7 Kd8 8 Bg6! Qh1 9 Ke2 c6 10 Nc3 Kc7 11 Bf4! Qa1 12 Nd7 Kd7 13 Qf5 Kd8 14 Qf8 Kd7 15 Qe8 mate.

Centre Counter or Scandinavian Defence

Fischer-Addison, 1970:

1 e4 d5 2 ed5 Qd5 3 Nc3 Qd8 4 d4 Nf6 5 Bc4 Bf5 6 Qf3! Qc8 7 Bg5! Bc2 8 Rc1 Bg6 9 Nge2 Nbd7 10 0-0 e6 11 Bf6 gf6 12 d5 e5 13 Bb5 Be7 14 Ng3 a6 15 Bd3 Qd8 16 h4! h5 17 Bf5 Nb6 18 Nce4 Nd5 19 Rfd1 c6 20 Nc3! Qb6 21 Rd5 ed5 22 Nd5 Qb2 23 Rb1 Qa2 24 Rb7 1-0.

Scotch Gambit

Ribli-Imre, Hungary 1968.

1 e4 e5 2 Nf3 Ne6 3 d4 ed4 4 e3! de3 5 Nc3 Bb4 6 Bc4 d6 7 0-0 Bc3 8 bc3 Nf6 9 e5 Ne5 10 Ne5 de5 11 Qb3 Qe7 12 Ba3 e5 13 Bb5 Bd7 14 Bd7 Qd7 15 Bc5 Ne4 16 Ba3 Nd2 17 Qb4! Nf1 18 Rd1! Qc7 19 Qb5 Qc6 20 Qe5 Qe6 21 Qg7 1-0.

Four Knights Opening

Bellon-Wagman, 1976/77:

1 e4 e5 2 Nf3 Nc6 3 Nc3 Nf6 4 d4 ed4 5 Nd5!? Ne4 6 Qe2 f5 7 Bf4? d6 8 0-0-0 Ne5? 9 Rd4 c6 10 Ne5 de5 11 Re4! Bd6?! 12 Re5! Kf7 13 Nc7! Qc7 14 Qh5 1-0 because of 14...Kf6 15 Bg5! Ke5 16 Qe2 and 17 Qe4 mates, or 14...g6 15 Bc4 Kf6 16 Bg5, etc.

Chapter 25

Pawn Endings

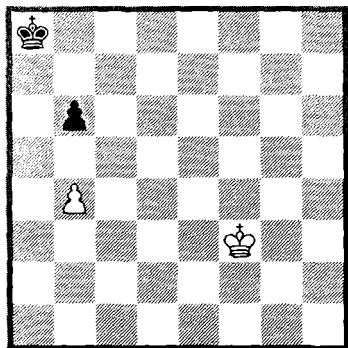
A player should have adequate knowledge of basic pawn endings as a complicated ending can be reduced to a simple pawn ending in practical play.

In Chapter five we had discussed in this section, an important aspect of a King and Pawn versus lone King ending. The importance of gaining the opposition was demonstrated in the ending: White Kg6, Pf6. Black Kg8. White to play, only drew, whereas if black were to play, it was white who won!

In this ending, whichever side had the move was in a disadvantageous position. This applies when the pawn is on the a or h files and the defending King is controlling the queening square, it is a draw no matter whose move it is.

In another chapter we discussed how a King on the sixth rank in front of his pawn, won irrespective of whose turn it is to move and also that if the king were in front of the pawn but on the fourth or fifth ranks the win-drawn question was settled only by who has the opposition.

In this issue we discuss three pawn endings of N. Grigoriev which are of practical value.



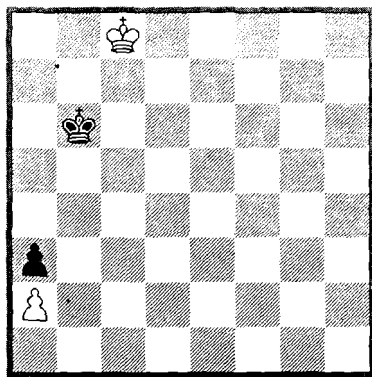
White to play and win.

White's way to victory requires knowledge of an endgame technique outlined in an earlier chapter **1 b5!** (This is the only way to win. If black is allowed to play $1 \dots b5$, white will be able to capture it only on b5, upon which black would play $\dots Kb7$, have the opposition and force a draw. By playing **1 b5!** white ensures that black's pawn remains on b6 so that when he eventually captures it, his King is automatically on the sixth rank in front of his pawn and wins.)

1...Kb7 2 Ke4 Kc7 3 Ke5!

This is diagonal opposition. If $3 Kd5?$ $Kd7$ and black escapes defeat: $4 Ke5 Kc7 5 Kd5 Kd7=$

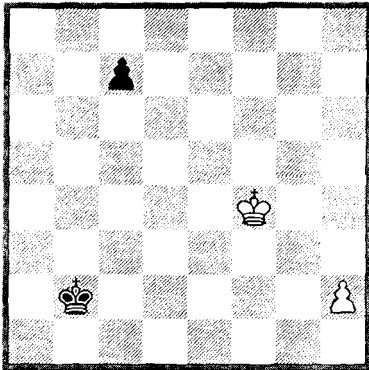
3...Kd7 4 Kd5 Kc7 5 Ke6 Kb7 6 Kd6 Kb8 7 Kc6 Ka7 8 Kc7 Ka8 9 Kb6 Kb8 10 Ka6 and wins.



White to move, draws.

White cannot prevent black from capturing his pawn. But he can draw by playing in such a way that when black plays $\dots Kxa2$, he could reply $Kc2$, imprisoning the black King in the a-file and ensuring a draw.

1 Kd7 Kc5 2 Ke6! Kd4 3 Kf5! Kc3 (if $3 \dots Ke3 4 Kg4 Kd2 5 Kf3$ etc) 4 Ke4 Kb2 5 Kd3 Ka2 6 Kc2 Ka1 7 Kc1 a2 (7...Ka2 8 Kc2) 8 Kc2 stalemate.



Whoever plays, wins.

When it is white to move, the play is very instructive. **1 Ke4** (Not **1 h4** because of **1...c5 2 h5 c4 3 h6 c3 4 h7 c2 5 h8=Q Kb1** which is a draw as we saw already in a previous chapter.)

1...Kb3

There are two major alternatives for black here.

(a) **1...c5?** **2 Kd5 Kc3 3 Kc5** (if **3 h4 c4 4 h5 Kd3 5 h6 c3 6 h7 c2 7 h8=Q c1=Q** draws) **3...Kd3 4 Kd5 Kc3 5 Ke5 Kf3 6 Kf5** and now, as black cannot play **...Kg3**, white wins by **7 h4**.

(b) **1...Kc3?** **2 h4!** (As the black King has come on to the c file, white gains more tempo because the black King must leave the

c file again to make way for his c pawn to reach c1) **2...c5 3 h5 c4 4 h6 Kd2 5 h7 c3 6 h8=Q c2 7 Qb2 Kd1 8 Kd3 c1=Q 9 Qe2#.**

2 Kd4

White prevents the black pawn from moving before he pushes his pawn. This forces blacks next move. **2...Kb4 3 h4 c5 4 Ke3!**

One of the fine points of chess. To go from d4 to c1, the white King takes 3 moves whether he takes the route **Kd4-d3-d2-c1**, or **Kd4-e3-d2-c1**. By choosing to go via e3 white avoids the check by the black pawn and loss of one move. For example, if here **4 Kd3?** then **4...Kb3** and black will get his next pawn move, **c5-c4**, with check.

4...Kb3

This move is compulsory, though it eventually brings the King into a square (b2) where it will be under check the moment white plays **h7-h8=Q**. If **4...c4?** **5 Kd2** and white stops the c pawn whereas black cannot stop the h-pawn.

5 h5 c4 6 h6 c3 7 h7 c2 8 Kd2! Kb2 9 h8=Q Kb1 10 Qb8 and white wins.

If it is black to move in the diagram, black wins easily: **1...c5 2 h4** The white King cannot do anything now to stop the c pawn. **2...c4 3 h5 c3 4 h6 c2 5 h7 c1=Q** and black wins as he has queened his pawn with check.

Chapter 26

Attacking the Castled Position

When we talk of the castled position, we usually mean the three pawns which are in front of the castled king. The security of the king almost always depends on the formation of the pawns in front of it. Four possible pawn formations in front of the castled king are shown in diagram 1.

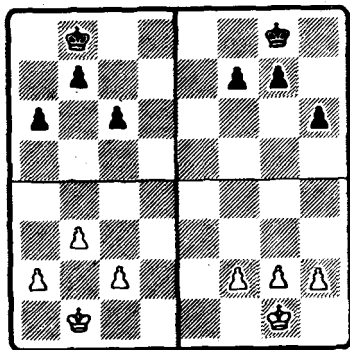


Diagram 1A illustrates a very weak pawn shield for the king. If the white queen lands at b6, it could generate many threats in combination with other pieces. For example, if his knight or bishop were on c5, the combination with the queen could be terrible for black.

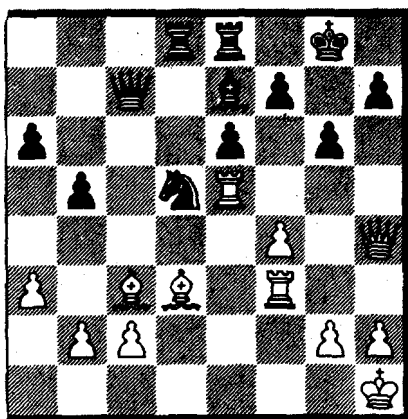
Diagram 1B is safer for black than 1A because the opponent's pieces cannot find squares unpleasantly close to the king on e6, f6, g6 or h6 as the queen did on b6 in 1A. However, in certain cases, 1B can invite a sacrifice on h6, shattering the castled position. One possible dangerous scenario for black could be when the white queen is on g3 and a white bishop on c1. Then Bh6 is threatened as the g7 pawn is pinned.

The castled position in diagram 1C is weak. If black's queen is placed on a3 and bishop or knight on c3, we can see the hope-

less position of the white king. The only way to strengthen white's position is to place his own bishop on b2.

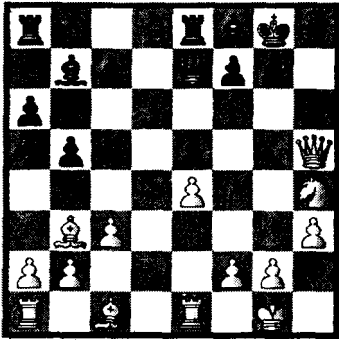
Diagram 1D is the best formation, especially if white has a knight on f3 or a bishop on f1. With all the three pawns on their original squares there are no weaknesses which could be utilised by the opponent. If black places his queen on d6 and bishop on c7 threatening...Qh2, white can simply defend with g2-g3. Or if black brings his queen to h4 and rook to h6, again threatening...Qh2, white can defend with h2-h3. Even though there are many advantages in having the pawns on their original squares, one has to be careful that the opponent is not allowed to place his rook or queen on his first rank and give mate.

Diagram 2 is an example which could occur in your game.



2. Ravinsky - Petryayev Moscow 1962
White to play

White brilliantly exploited the black square weakness on the king side as g7 and h6 squares are not defended. White played **1 Qh7!!** and **black resigned** because of **1...Kh7 2 Rh5 Kg8 3 Rh8#**



3. Geller-Portisch
Moscow 1967
White to play

In diagram 3, it seems that black's h6 weakness is hardly a weakness at all with a bishop bolstering up the king-side at f8. But white has spotted the hardly visible weakness in black's position.

1 Bg5!! Qd7 if 1...hg5 2 Ng6! and white mates next move with 3 Qh8 against any defence. Or if 1...Qg5 2 Qf7 Kh7 3 Qg8 mate. Therefore, black must move his queen to d7 only as he must continue to defend f7.

2 Rad1! Bd6.

Any other move would allow 3 Qf7 and 4 Qg8 mate.

3 Bh6! gh6 If 3...Nb3 4 Bg7!! Kg7 5 Nf5 Kg8 (if 5...Kf6 6 Qh6#) 6 Qg5 and 7 Qg7#

4 Qg6!!

This exploits the pin along the a2-g8 diagonal and shows that g6 is also a weak square in black's castled position.

4...Kf8

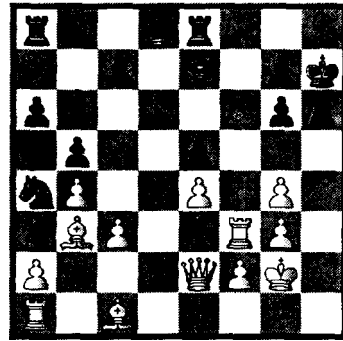
(If 4...Kh8 5 Bf7 with the threat of 6 Qh6#) **5 Qf6! Kg8**

(If 5...Nb3 6 Ng6! Kg8 7 Qh8#) **6 Re3 1-0** as black has no effective defence against 7 Rg3.

See diagram

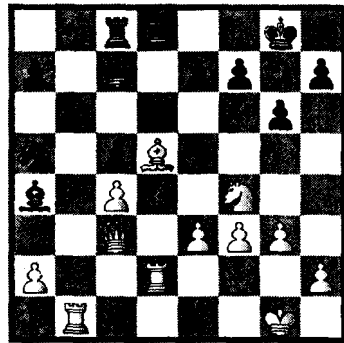
4. Gurgidze-Klovan
Yerevan 1959
White to play

In diagram 4, black's castled position appears to be solid with a cluster of pawns around the king, but white quickly hits at the



weakness through superior mobility of his pieces. He continued: **1 Bh6! gh6** (If 1...Kh6 2 Rh1 Kg5 3 Qe3 Kg4 4 Be6 mate.) **2 Rf7 Kh8 3 Rd1! Qc8** If 3...Bd6 4 Qe3 (attacking h6 and creating further weakness in black's castled position.) 4...g5(4...Qg5 5 Qg5 hg5 6 Rh1 wins) 5 Rh1 and 6 Rh6 wins.

4 Qe3 Bg5 5 Qg5! hg5 6 Rh1 Kg8 7 Rfd7! 1-0 (7...Kf8 8 Rh8#)



5. Kirillov-Suetin
Moscow 1961,
White to play

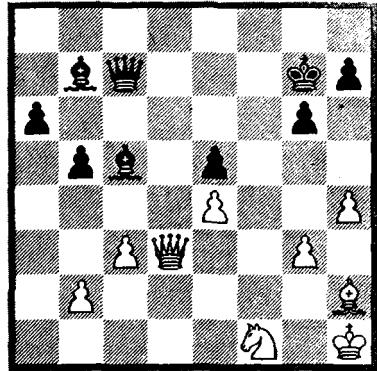
An examination of the position in diagram 5 shows that both sides have weakened their castled positions. It does not mean that the players are not aware that they should not create weaknesses in their own camps. During the course of a chess struggle, players accept weaknesses hoping to cash on the

weaknesses of their opponents. Each player believes that he would be able to win even though his camp has weaknesses. Here, black has no chance of exploiting white's unusual pawn formation with pawns on e3, f3, g3. The glaring weakness in black's castled position is his g7 square which is under direct surveillance of white's powerful queen. White won quickly by 1 Ne6!! If now 1...fe6 2 Be6 Kf8 3 Qh8 mate. Black was apparently so shocked by 1 Ne6! that he played 1...Rd5? and was immediately mated by 2 Qg7#.

See diagram

6. Alexeyev-Razuvayev
 Moscow 1969.
 Black to play.

In diagram 6, white has an awful castled position with his bishop on h2 acting like a pawn while his g and h pawns have been flung up and give no shield to the concerned king. He would just be able to defend his vital e4 pawn with Nd2 had black continued with 1...Qc6. But black has a tactical coup



that forces a quick resignation. 1... Qd8!! 2 Qf3 (of course 2 Qd8 allows 2...Be4 mate) 2... Qd1! 3 Kg2 Qc2 4 Kh3 Be4 0-1.

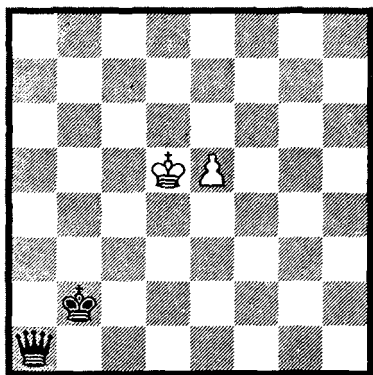
So, the next time you have grand visions of a great attack and have the urge to throw forward the pawns in your castled position, think again. May be you are inviting your opponent to hammer you?!

Chapter 27

On The Queen

The first technique that players are taught in class is to mate with queen and king against a lone king. The basic position is - White: Kh6, Qd7. Black: Kh8. Here white has a choice of five mating moves: Qc8, Qd8, Qe8, Qg7 and Qh7. The only move that white should avoid is 1 Qf7 which creates a stalemate draw as it is black's turn to move and he has no legal move to make.

In Chapter No.13, we gave the technique of winning with a queen against king and pawn when both king and pawn of the defending side were on the seventh rank and the pawn on the verge of queening. One relevant question that may be asked here is how to win when the pawn is still on the fifth or sixth ranks. One easy way to win is to occupy the queening square with the queen (if it is possible) and then bring up the king to push the defending king away from the Diagram 1 pawn and then capturing the pawn



An illustration of this is Diagram 1. Black to move continues 1...Qa4! 2 e6 Qe8 3 Kd6 Kc3 4 e7 Kd4 5 Ke6 Kc5 6 Kf6 Kd6 and white king must abandon his pawn and lose.

Diagram 1A is reached by moving the white king and pawn one square forward

(king to d6, pawn to e6) leaving the black queen and king on a1 and b2. Here, the white pieces are closer to the eighth rank. The winning manoeuvre is 1...Qa4 (the threat is to play 2...Qe8 as in the previous example) 2 Ke7 (the only move to prevent... Qe8) 2...Kc3 3 Kf7 Qc4 4 Kf6 Qf4 5 Kg7 Qe5 (the same manoeuvre which is used when the pawn is on the seventh rank) 6 Kf7 Qf5 7 Ke7 Kd4 8 Kd6 Qd5 9 Ke7 Ke5 wins.

In Chapter No.13, we also explained how the queen cannot win against pawns which have reached the seventh rank along the bishop and rook files because of the stalemate factor. But if the bishop and rook pawns are only on the sixth rank, the queen always wins because there is no stalemate.

Diagram 1B is - White: Kg7, Ph6. Black: Kb2, Qa1.

Black to play wins by 1...Qg1 2 Kh8 white threatens to draw with 3 h7. If here 2 Kh7 Qg5 3 Kh8 Qh6 wins.) 2...Qd4 3 Kg8 Qd5 4 Kg7 (if 4 Kh8 Qf7! 5 h7 Qf8#) 4...Qg5 5 Kh7 Kc3! (now the white king is forced to abandon the pawn) 6 Kh8 Qh6 wins.

There will be several other methods of winning from 1B. The student should explore these himself.

in the middlegames, a queen could sometimes mate the enemy king without the help of its own pieces. In all such cases, the king gets mated as his own pieces block the escape squares. An example is Diagram 2

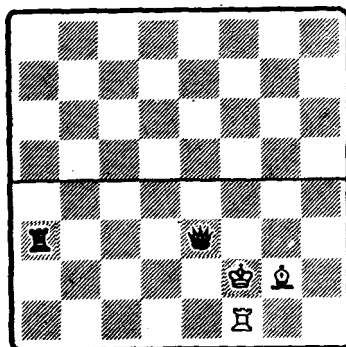
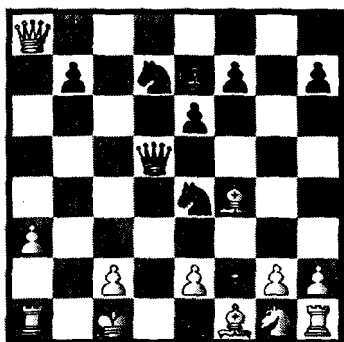
See diagram

2.Fleissing-Schlechter

Vienna 1893

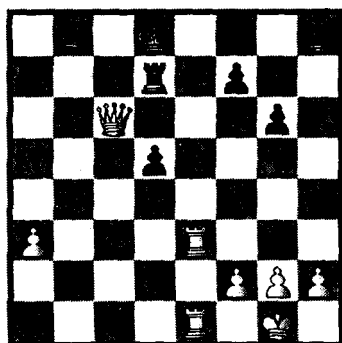
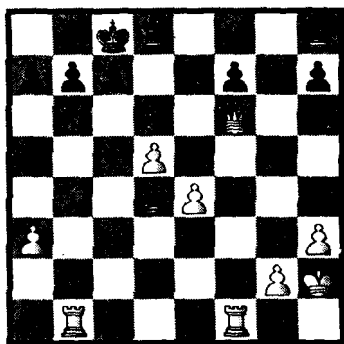
Black to play

Black won through 1...Be3! 2 Be3 Nf2! (threat 3...Qd1#) 3 Bf2 (if 3 Kb1 to answer ...Qd1 with 4 Bc1, then 3...Qb5 and wherever the king goes, 4...Qb2#) 3...Qd2 4 Kb1 Qd1 5 Ka2 Qc2#



king and only two squares not covered by the queen are blocked by white's own bishop on g2 and rook on f1

Unless the idea of Diagram 4 is understood, the solution to No:5 given below will be very difficult to grasp.



3. Lebbecke-Unknown
Braunschweig 1891
White to play.

Diagram 3 is similar to Diagram 2, except that the victim king is not on the edge of the board. Moreover, No 3 is more recent though exactly 100 years old. White won by **1 Rb7! Kb7 2 Qc6 Kc8** (if 2...Kb8 **3 Rb1 Kc8 4 Rb7 Rd7 5 Rb4** threatening both Qa8# and Rd4 winning) **3 Rf7 Qb6 4 Qa8 Qb8 5 Rc7!! Kc7 6 Qc6#**

See diagram

4. Pattern diagram

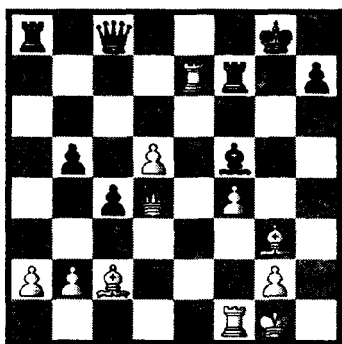
A typical mating pattern is illustrated in Diagram 3 where the black queen is supported by a rook to give mate. The important feature of this mate is that the queen covers six of the eight squares around the white

5. Ribkin-Marchenke
Correspondence, 1973-74
White to play.

Though all of black's pieces are in apparently safe squares, the lack of co-ordination among them raises vague fears, especially since white's pieces are doubled along the e-file. White won through the surprising **1 Re7!!** Black resigned because of **1...Re7 (1...Rbb7 2 Rd7 Rd7 3 Qa8 wins Queen) 2 Qd6! Kc8** (if 2...Rd7, **3 Qb8#** or if 2...Ke8, **3 Qe7#**) **3 Rc1!** (if **3 Re7? Rb1** mates) **3...Kb7 4 Qc6#**

The final mate had to be worked out in advance, while planning 1 Re7. Note that in the final position, 4 Rb1? (instead of 4 Qc6 #) would have lost for white after 4...Ka8 5 Qd5 Rbb7.

When a queen penetrates the enemy position, its awesome power would play havoc. In Diagram 6. Morphy demonstrates how to destroy an apparently safe position.



6. Morphy-Unknown 1859

White to play.

White continued 1 Rfe1 offering a bishop for what seems to be nothing. The game continued: 1...Bc2 2 Rf7 Kf7 Now comes Morphy's bomb. 3 Re7!! Morphy was the greatest player of his time and his understanding of chess was several decades ahead of his contemporaries. Morphy had understood that his queen and bishop could effect mate and that black's white square bishop and queen could play no role whatsoever in the defence. 3...Ke7 4 Qg7 Ke8 (if 4...Kd8 5 Bh4 mates) 5 Qg8 Ke7 (5...Kd7 6 Qf7 Kd8 7 Bh4#) 6 Bh4 Kd7 7 Qf7#

If the queen enters the enemy camp and occupies h6 (or h3 for black) the close proximity of the most powerful piece (Queen) with the opponent's most sensitive piece (the king), makes dangerous sacrificial attacks possible. Two examples follow.

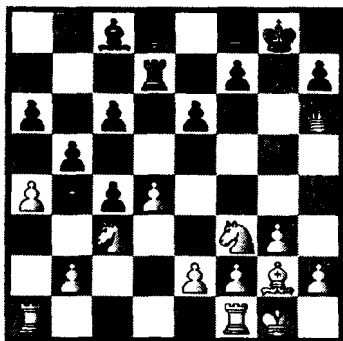
See diagram

7 Capablanca-Nimzovitch

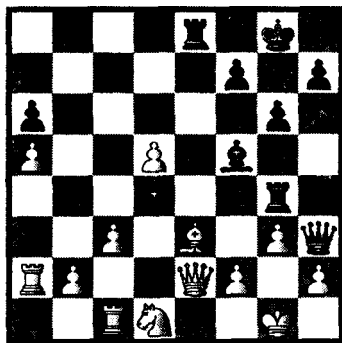
Bad Kissingen 1928

Black to play.

In diagram 7, we expect Nimzovitch to play 1...Kh8, but instead he played 1...Bc3



and only after 2 bc3, did he play 2...Kh8. The reason Nimzovitch did not directly play 1...Kh8? is interesting. After 1...Kh8? white wins by 2 Ne4! Be7 3 Nfg5! fg5 4 Nf6! Bf6 5 Be4 with 6 Qh7# to follow.



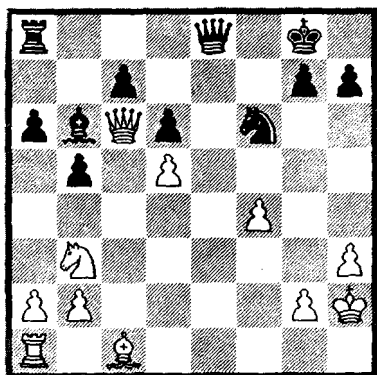
8. Kruger-Hottes

W. Germany 1958

Black to play.

In No 8, the black queen has penetrated to h3. If white could get one move to chase it away with Qf1, he would be safe. But black takes quick advantage of white's position because white has no white square bishop and the white squares on the K-side (f3, g2, h3) are weak. Black did not retreat his attacked bishop and continued: 1...Rh4!! 2 gh4 Be4 3 f4 (3 Qf1? Qg4 mates) 5...Bf3 4 Qf1 Re3! 5 Nf2 (if 5 Qh3, Re1#) 5...Re1! The black

queen refuses to be driven away and now threatens both Qg2# and Qg4#. There is no defence. 0-1.



9 Henning-Dehn

Kiel 1959

Black to play.

No.9 Illustrates another mating manoeuvre in which the queen is the main actor. 1...Qe1! 2 Qa8 Kf7 Now black has two mating threats: a) 3...Bg1 4 Kh1 Bf2 5 Kh2 Bg3#; b) 3...Ng4 4 hg4 Qh4#. The only defence is easily defeated: 3 Be3 Ng4! 4 hg4 Qh4 5 Kg1 Be3 6 Kf1 Qf2# But in the diagrammed position white offered a draw and black accepted!

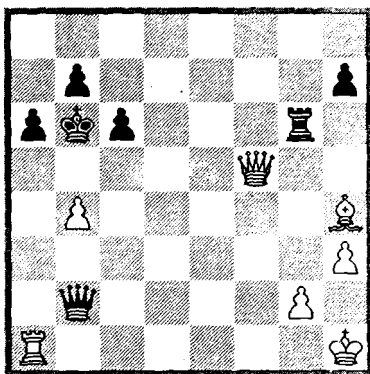
No. 10 is an elegant composition which is over 200 years old. Try to solve it before seeing the solution.

See diagram

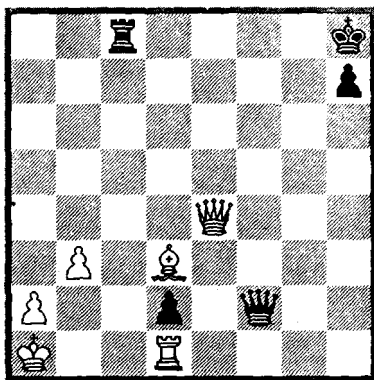
10.D.L.Ponziani 1769

White to play and win

White wins with 1 Bd8 Ka7 2 Ra6! ba6 (if 2...Ka6, 3 Qa5#) 3 Qd7 Kb8 4 Qc7 Ka8 5



Qc8 Ka7 6 Bb6!! (this twist is worth remembering) 6...Kb6 7 Qb8#



11 Fernandez-Lommer

Valenzia 1967

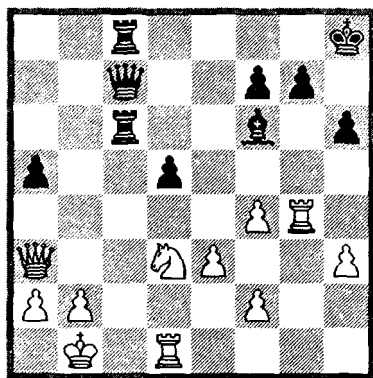
Black to play and win

In diagram No. 11, if 1...Rc1 2 Kb2 Rd1? is answered by 3 Qh7#. **Solution:** 1...Qf6! 2 Kb1 Rc1! 3 Rc1 Qa1!! 4 Ka1 dc1=Q 5 Bb1 Qc3!#

Chapter 28

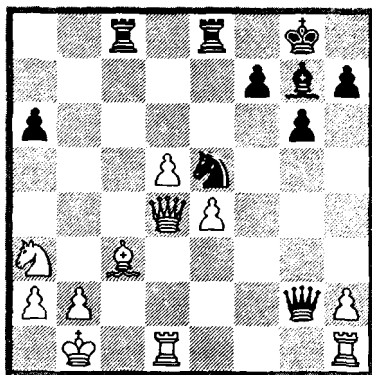
Attacking 0-0-0

The dynamics of an attack on the opponents castled position is best learnt by playing with a friend many games where both players castle on opposite sides. If you castle on the king side and your opponent castles on the queen side, then, invariably you should rush your queen side pawns against your opponent's king. If necessary, some pawn may be sacrificed to create open files and diagonals for the use of your rooks and bishops.



Johner- Rubinstein
Tepliz Schonau, 1922
Black to play

In Diagram No:1, black has sacrificed a pawn on the queen-side for attack. He commands the only open file with his rooks and queen while his bishop occupies the long diagonal. He played **1...Bb2!** destroying the white's castled position. **2 Kb2** (If **2 Nb2**, **Rc1** mates, or if **2 Qb2** black wins the queen by the pin **2...Rb8**) **2...Rc3!** (This important preliminary move makes way for a later fatal queen check on c3) **3 Qa4 Rc2 0-1** If **4 Ka1**, **Qc3** or if **4 Kb1 Rb8 5 Ka1 Qc3**.



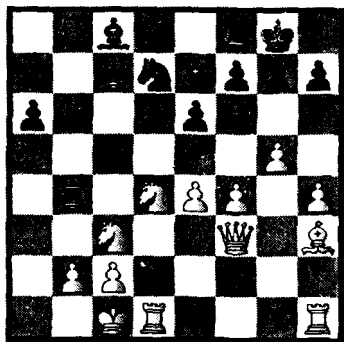
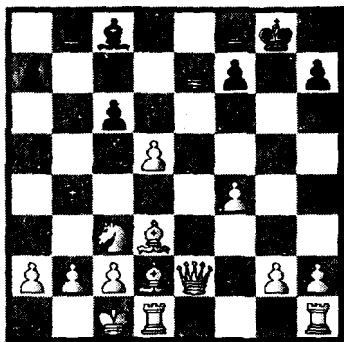
2. Alortzev-Smyslov
Moscow 1942
Black to play.

In No.2, black is again a pawn down but he seems to be having even less compensation. But Smyslov's continuation was brilliant: **1...Rc3!!** After this exchange sacrifice, black's bishop becomes terribly powerful. **2 Qc3 Nc4! 3 Qb4 a5 4 Qb3** (The white queen cannot lose control over b2 where black threatens a mate in one.) **4...Na3 5 ba3** (If **5 Qa3 Rb8 6 b3 Qe4** wins.) **5...Qe4 6 Qd3 Rb8 7 Kc1 Rc8 8 Kb1** (If **8 Kd2**, **Bh6** mates) **8...Qe5! 0-1** while the black rook controls the c-file the queen and bishop battery finishes off the exposed white king.

See diagram

3. Slonim-Riumin
Moscow 1931
Black to play

No.3 features a typical characteristic of a queen-side castled position. On the queen-side, there are two files from the king to the edge of the board whereas there is only one on the king-side. This can spell danger, as in this position, or it could mean extra el-



bow room for the king. Black blew open white's castled position brilliantly with 1...Ba3!! 2 Na4 (2 ba3? Qa3#) 2...Bb2! 3 Nb2 Qa3 4 Qe5 (the only way to protect b2) 4...Re8 5 Qd4 c5 6 Qc3 Qa2 7 Be1 Re2!! (black is playing for mate) 8 Be2 Ne4 0-1 as mate cannot be avoided any more.

Let us see a recent game with a thrilling finish.

San Segundo-O.Rodriguez
Salamanca, Spain 1991

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 Nc6 6 Bg5 Bd7 7 Nb3 e6 8 Qd2 a6 9 0-0-0 b5 10 a3 b4 11 ab4 Nb4 (Black has made the first opening on the queen side.) 12 f4 Be7 13 e5 de5 14 fe5 Nfd5 15 Be7 Qe7 16 Nd5 ed5 17 h4 0-0 18 Qg5 Qe8 19 h5 h6 20 Qf4 Rb8 21 Bd3 Be6 22 g4 (Now white begins his own assault on the king-side.) 22...f6 23 ef6 Rf6 24 Qd4 Qf8 25 g5 hg5 26 Rde1 Rf4 27 Qe3 Nd3 28 Qd3 Re4 29 Ne5?? (White becomes over confident and unwittingly unmask the b-file for the black rook and black pounces immediately.) 29...Qf4 30 Kb1 Qe5! 0-1 because it is double attack with mate on b2 or rook on e1.

See diagram

4 Manich-Fischer
Zagreb 1970
White to play

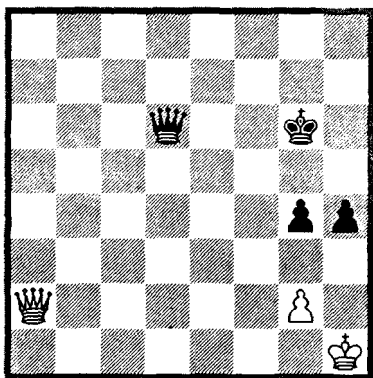
1 Nf5?! This is, in principal, an incorrect move as all that it accomplishes is to exchange his centrally placed knight for a passive bishop, wasting two tempi in the process. Correct was 1 g6! hg6 2 Ne6 fe6 3 Be6 Kh8 4 Nd5 Qe4 5 h5 g5 6 h6 g6 (to close the h-file) 7 Ne7 Qe6 8 Qc3 with a big attack.

1...Nc5 (1...ef5 loses to 2 Nd5) 2 Ne7 Qe7 3 h5 (If 3 g5 hg6 4 h5 g5! with a good position for black) 3...Bb7 4 h6 (The position is critical. White threatens 5 Nd5 and 6 Qc3. Black cannot afford to allow the opening of the h-file.) 4...Be4! 5 Ne4 Ne4 (Thus black has prevented Qf3-c3) 6 hg7 Re8 (This is a very deep move that parries the threat of 7 Bf5 ef5 8 Qh5 through 8...Rc2! 9 Kc2 Qc7 10 Kb1 Nc3 11 Kc2 Nd1 12 Kd1 Rd4 with a quick mate.) 7 Rh2 Ra4 8 Kb1 d5 (Now the threat is 9...Nc3 10 bc3 Qa3+-. If 9 Rd3, then 9...Qb4) 9 c4 (White sacrifices a pawn to buy time. If 9 Bf5 ef5 10 Qh5 Nc3! 11 bc3 Ra1! 12 Ka1 Qa3 13 Kb1 Rb8#) 9...Rac4 10 Bf1 Rb4 11 Qh3 (Again a critical moment. If black does not find a decisive combination, he is finished on the King-side) 11...Nc3 12 Kc1 Na4! 13 Kb1 Rb2!! (By sacrificing a rook, black decisively destroys the white castled position) 14 Rb2 Nc3 15 Kc1 (15 Ka1 Qa3) 15...Qa3! 16 Bd3 Qa1 17 Kd2 Qb2 18 Ke1 (If 18 Bc2 Ne4) 18...Ne4 0-1.

Chapter 29

The Stalemate

Drawing through stalemate is fascinating for the player who saves a lost position. At the same time it is a blow to the pride of the player who is deprived of victory by the stalemate trap. Quite often a player who is trying hard to avoid a draw by perpetual check suddenly finds that he has been tricked into stalemating his opponent.

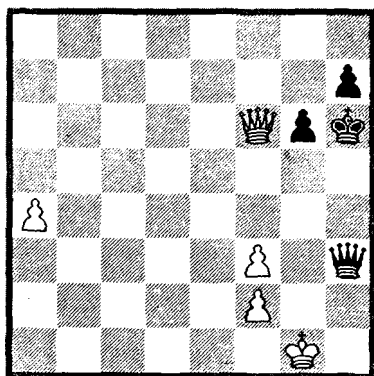


No.1 White to play.

No.1 is a position that could occur in any game. White has to save himself by perpetual checks. He went 1 Qg8 Kf5 2 Qh7 Kg5 (otherwise the h pawn is lost.) 3 Qg8 (White wants to keep the option of checking from c4, which would not be possible after Qg7) 3...Kf4 4 Qc4 Kg3 5 Qd4!

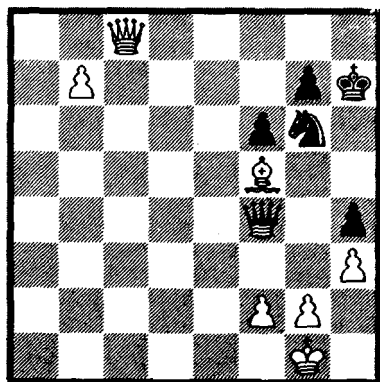
This is a spectacular way to draw. 5 Qb3 also draws by perpetual checks with threats of forking one of black's two pawns. For example, 5 Qb3 Kf2 6 Qc2 Ke3 7 Qc3 and now, a) 7...Qd3 8 Qe1 and 9 Qh4, b) 7...Ke4 8 Qe1 and 9 Qh4, and, c) 7...Ke2 8 Qc4 and 9 Qg4

5...Qe6 (if 5...Qd4? white is stalemated!) 6 Qe3! Qe3 stalemate.



No.2 Black to play and draw

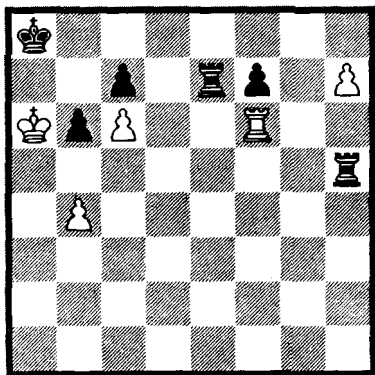
In No.2, black's problem seems to be white's passed a-pawn, but white has made the mistake of concerning the black king too much. Black ensured the draw by simultaneously checking the king and threatening the a-pawn in a surprising manner: 1...Qg4! 2 fg4 stalemate.



No.3 White to play

If white queens his pawn it would be a big mistake: 1 b8=Q? Qc1! 2 Kh2 (if 2 Qc1, stalemate) 2...Qf4! 3 Kg1 (if 3 Qf4, stalemate) 3...Qc1 draw by perpetual check. But white did not queen the pawn straightaway. He played the preliminary **1 Bg6!** disturbing the stalemate set-up and black resigned.

In some cases a player is able to create a fortress from which he can never get out and at the same time where his opponent cannot get at him. See No.4

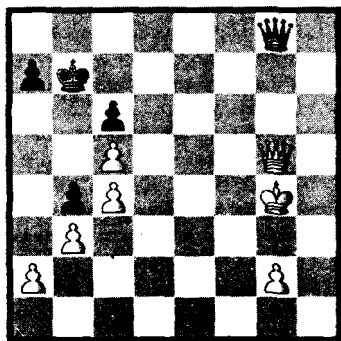


No.4 Marshall-McClure

New York 1923

White to play

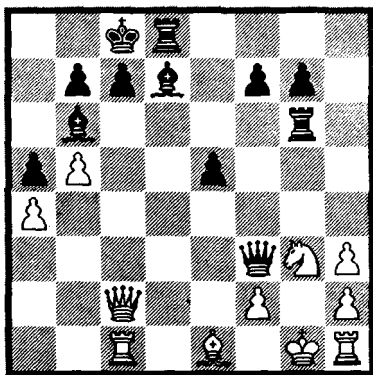
White surprised his opponent by **1 Rh6!**
Rh6 2 h8=Q! Rh8 3 b5! and no matter what black plays, white is stalemated next move!
 No.5 also illustrates a fortress idea.



No.5 Black to play.

It looks like black must look for perpetual check possibilities to save the game. But black boldly walks into a stalemate cave, rolls the stone to shut it and seal off both exit and entry. The game went 1...Qg5! 2 Kg5 Ka6!! 3 Kf5 Ka5! 4 g4 a6! 5 g5 stalemate.

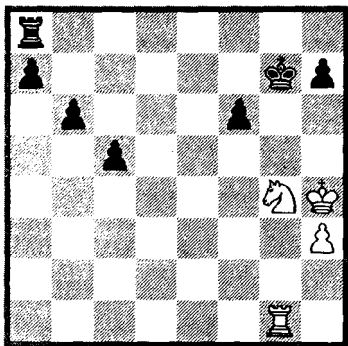
Sometimes when a stalemate idea occurs, the winning side might have a variation that evades the stalemate. It is then necessary to have patience and not try the trap straightaway (unless one is very desperate!) as it would put the opponent on guard and the idea would never work in the further course of game. Also, there are good chances of achieving stalemate by going along with the opponents plan and planting the seed of stalemate in his plan itself.



No.6 White to play

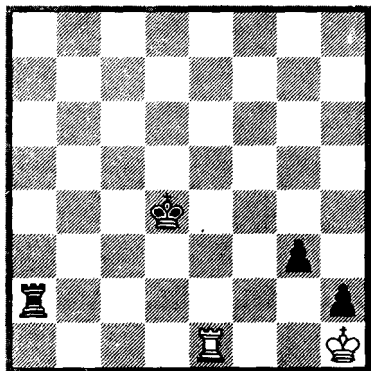
In No.6 black's threat is...Bh3 and Qg2 mate. White went along with black's plan and played **1 Rd1!** and on 1...Bh3 there came **2 Rd8! Kd8** and black was probably expecting white's resignation when came the thunderbolt **3 Qd1!!** On the forced reply **3...Qd1** the game was an amazing stalemates with so many pieces on the board.

No.7 shows a different kind of stalemate.



No.7 White to play.

White has a knight for 4 pawns in an ending where the pawns would have winning chances. White saved himself suprisingly by: 1 Nh6! Kh6 (if 1...Kf8, 2 Rg8 wins the rook, or if 1...Kh8? 2 Nf7#) 2 Rg8!! Rg8 stalemate.



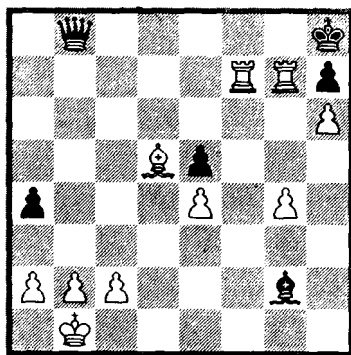
No:8 white to play

No. 8 shows a common stalemate idea in a rook ending where a pawn has been prematurely pushed (h3-h2). White drew by offering to give up his rook as its capture would be stalemate: 1 Re4! Kd3 2 Re3 Kd2 3 Rd3! (3 Re2? Ke2, no stalemate) 3...Kc1 4 Rd1 Kb2 5 Rb1 Ka3 6 Rb3 Ka4 7 Rb4 etc.

At the end of the 1960 Olympiad at Leipzig, there was an International Blitz Tournament (5 minutes per player per game). The

then world champion Mikhail Tal and I were among the few players qualified to play in the final top group which was an all-play-all. In my game with Tal, I reached No.9 with Tal's pieces in total command and faced imminent defeat.

No.9 Tal-M.Aaron

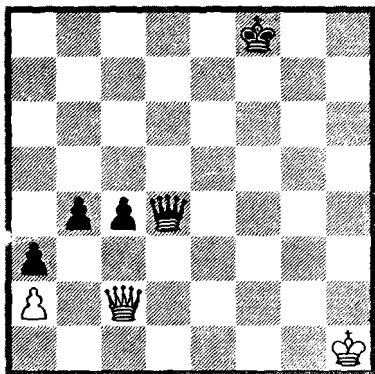


Black to play

White threatens 1 Rh7 Kg8 2 Rfg7 Kf8 3 Rh8#. Fortunately, I evolved an idea to get rid of my bishop, queen and pawn as my king was stalemated.. My concealed idea must have appeared to Tal like a desperate man's attempt to prolong the game in vain. I played 1...Be4 which looks like a temporary defence against the threat of Rh7. White can win by Ra7, but Tal was not expecting an unknown Indian to spring a stalemate on him. The game went 2 Be4? and I seized my chance: 2...Qb2!! Now 3 Kb2 is answered by 3...a3 and whether white takes the pawn or not, it is stalemate. Tal sat motionless staring at the board and without making a move as I looked around at the throng of spectators with pride at holding the great Tal to a draw. But why didnt Tal move? At least he should offer me a draw! Then to my horror I noticed that my clock was still running. I had not stopped it in my excitement! In a flash I stopped it and Tal said "Remis?" (German term for draw) and the game was drawn.

When a king is in a corner square like h1, a1, a8 and h8 the enemy queen could be

lured to the f2,c2,c7,f7 squares and also to the g3, b3, b6 and g6 squares for stalemate purposes.



No.10 White to play.

No.10 illustrates the typical stalemate by a queen when the king is in a corner. White need not struggle to find perpetual checks as he has a quick stalemate draw with 1 Qf2!! Qf2 stalemate.

Chapter 30

Draw By Repetition

Draw By Repetition

If the same position is repeated three times, a game could be drawn by repetition of moves. A position is considered to be same if the same player has the move each time and pieces of the same kind and colour occupy the same squares and if the possible moves of all the pieces are the same, including the right to castle or to take a pawn en passant. It is important to note that the sequence of the moves or the order of the moves by which the position arises is immaterial.

In a tournament, a player claiming a draw by repetition must call the tournament director and inform him that it was his turn to move and that either the position on the board had just occurred for the third time or that he was intending to make a move (which he should write on the score sheet) which would repeat the position three times. If the tournament director is satisfied that the claim is right then the game is drawn. If not, the player must make the move written down on his score sheet and which he had claimed he was going to make and game continues. See No. 1.

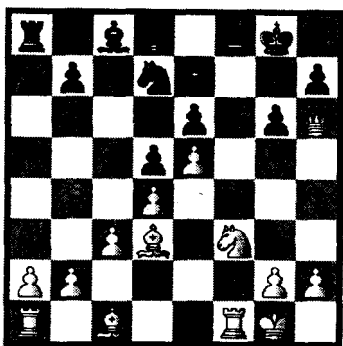


Diagram No. 1
White to play

The play went: 1 Bg6 hg6 2 Qg6 Kh8 3 Qh6 Kg8 4 Qg6 Kh8 5 Qh6 Kg8 6 Qg6 Kh8 7 Qh6 Kg8.

Now let us see how well you have understood the rule regarding claiming a draw. In the above sequel which is the earliest point at which a draw could be claimed (a) by white (b) by black?

By White: After black's fifth move, white can without making his sixth move on the board claim that he was going to play 6 Qg6 which would be repeating the same position after 2 Qg6 and 4 Qg6.

By Black: After white's 6th move black can claim a draw by stating that the same position with the same player to move had just occurred after 2 Qg6, 4 Qg6 and 6 Qg6.

These claims by white and black will hold good even if white had played 3 Qh5 Kg8 (instead of 3 Qh6 Kg8) in the move sequence. It is very important to remember that a claim for a draw cannot be made by a player when it is his opponents turn to move. Only the player having the move has a right to claim a draw.

The above example gives repetition of moves through perpetual checks. It is the most common form of repetition of moves. No. 2 shows a draw by repetition without any checking moves.

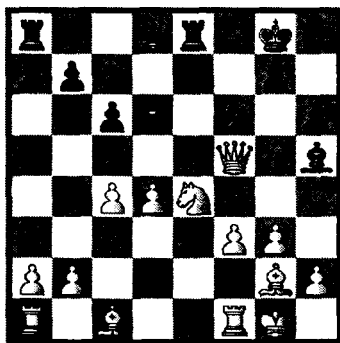


Diagram No. 2
Kashdan-Klochko
 Nabarovsk 1965
 Black to play

Black is already a pawn down and faces losing one more at e3. He forced a draw by sacrificing the exchange and perpetually attacking the white queen: 1...Re4! 2 fe4 Bg4 3 Qg6 (only square) Bh5 4 Qf5 Bg4 Drawn. A typical drawing theme is illustrated in No. 3

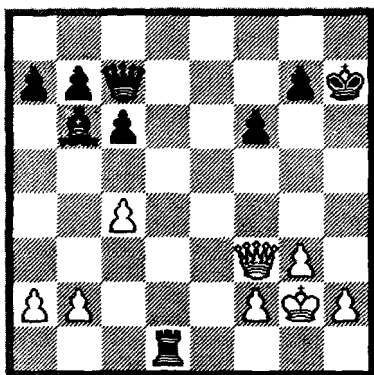
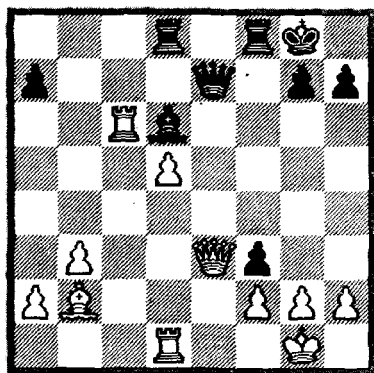


Diagram No. 3
3 White to play

Black has just captured a rook on d1 and expects white to recapture with Qd1. For white, 1 Qd1 appears forced though he will be materially down, having only one pawn diagram for black's bishop. But white is not forced to recapture as he has a drawing resource: 1 Qh5! Kg8 2 Qe8 Kh7 3 Qh5 draw.

See diagram

Diagram No. 4
Shman-Orlov
 Moscow 1958

In No. 4 black is two pawns down and still under pressure. There is no draw in sight but black saved himself by:

1... Bh2! 2 Kh2 Qh4 3 Kg1 fg (threatening mate) 4 Kg2 Rf2!! 5 Qf2 Qg4 6 Qg3 (if 6 Kh2 Qh5 7 Kg3 Qg5 8 Kh3 Qh5 9 Qh4 Qf3 10 Qg3 Qh5 11 Kg2 Qe2 12 Qf2 Qg4 13 Qg3 and we are back where we started. In the above, if 10 Kh2 Qe2 11 Kg3 Qe3 12 Kg4 Qe4 and now 13 Kg5 h6 14 Rh6 [14 Kh5?

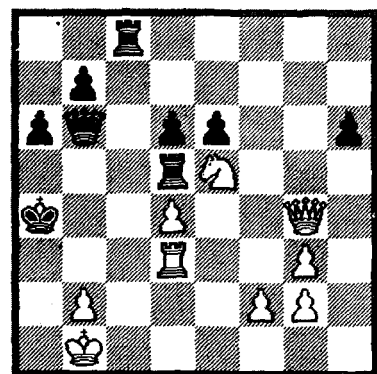


Diagram No. 5
Nawab Ali-Shaligram
 Bombay 1959
 Black to play

In No. 5 black has rook for knight but is faced with the deadly threat of Qd1 and Rb3 as the black king has strayed too far from the

safety of his own pawn shelter. Black decided to draw by a surprising manoeuvre: **1...Qb2! 2 Kb2 Rb5** and the game was agreed drawn as the white king cannot escape from the constant rook checks on c2 and c1 that would follow **3 Ka2** or **3 Ka1**.

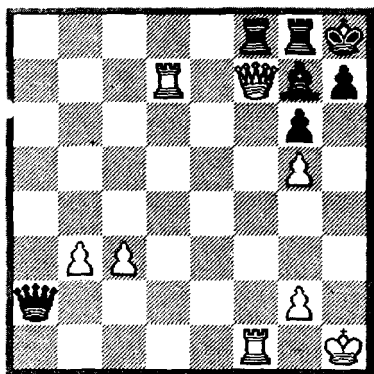


Diagram No. 6
Beshenaru-Szabo
 Gemshivar 1956
 White to play

No. 6 illustrates a common drawing tactic. Black has a bishop more and is poised to exchange one pair of rooks which would take him one step closer to victory. However, white to move found the draw with

1 Qg7!! Rg7 2 Rf8 Rg8 3 Rff7 Rc8 4 Rh7 drawn. The game was drawn as the Rd7 will remain on d7 while the other rook perpetually checks the black king along the row e7-g7.

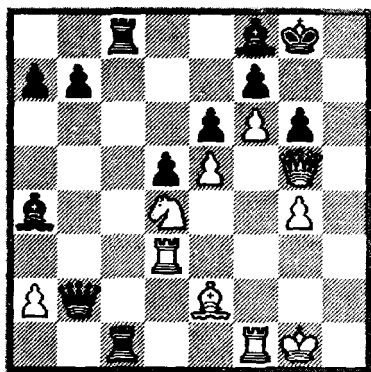


Diagram No. 7
Osmanagic-Gligoric
 Sarajevo 1963
 White to play

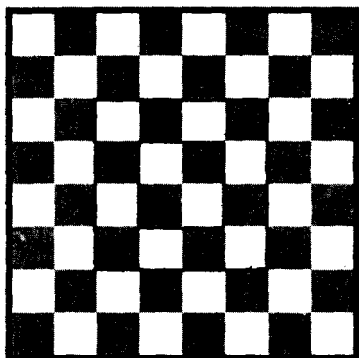
No. 7 brings you straight into the heat of a full scale middle game battle where white wants to mate his opponent along the h-file if he had the time, and black who has already invaded the open c-file hopes to attack the white king along the rank. None of the black pieces seem to be threatened while almost all the white pieces seem to need each others support. If now **1 Qh4** (for **2 Rh3**) there would follow **1...Rf1 2 Bf1 Rc3** and white's position collapses.

The game continued: **1 Ne6! Qe2** (white seems totally lost) **2 Qg6!! fg6 3 f7 Kh7** (3...Kh8? **4 Rh3** mates) **4 Rh3 Bh6 5 Ng5! Kg7** (if **5...Kh8 6 Rh6 Kg7 7 Rh7 Kf8 8 Ne6 Ke7 9 f8=Q** winning) **6 Ne6 Kh7 7 Ng5** drawn.

Chapter 31

Control The Centre

The four central squares d4, d5, e4 and e5 are generally known as the centre. The twelve squares which surround these four central squares along c3-f3-f6-c6 are sometimes known as the expanded centre. This expanded centre is what makes defences like the Sicilian (1 e4 c5), the Caro-Kann (1 e4 c6) the Pirc (1 e4 d6), the Slav (1 d4 d5 2 c4 c6), etc., theoretically justified.



When the expression centre is used in chess, it invariably means a pawn centre. And when it is said that the 'centre has collapsed' we understand that the pawn structure in the centre has been disrupted or broken up. Then we also have the 'mobile' and 'immobile' centres depending on whether the central pawns could advance advantageously or not.

The role of the centre in chess is very important, specially in the opening and in the middle game. If one player controls the centre, it automatically means that the opponent has less space for the use of his pieces and he would experience problems in both defence and attack. Therefore, from the beginning itself, both players compete for possession and control of the centre. That is the reason why players who know the fundamental principles of chess would not open with moves like 1 a3, 1 a4, 1 h3 and 1 h4 as these moves have no bearing on the centre.

The fight for the centre takes two forms. The first and most commonest is to occupy the centre with pawns as tried in the Queen's Gambit and King's Gambit. The second way is to allow the opponent to create a big pawn centre and then attack it in such a way that the pawns are forced to move, creating 'holes' which could be utilised by the pieces to control the centre. The King's Indian Defence and the Alekhine Defence are examples of this strategy. Beginners are advised to adopt the first method only. The second method is for players with more experience and those who have adequate knowledge of the strategical part of chess.

Sometimes we come across the expression 'surrendering the centre'. This is used when a player allows one or more of his central pawns to be exchanged off and thereby loses control over a central square. One example of this is 1 e4 e5 2 Nf3 d6 (Philidor Defence) 3 d4 ed4?! Here 3...Nd7 would not have surrendered control of d4 to white and would have kept the 'tension in the centre'.

In the course of a fight, when one player is successful in gaining the centre he is said to have a 'positional advantage'. He would then be in a position to increase this advantage by gaining more space and throw back the opponent's pieces and deprive them the use of more and more squares. Or, he could plan and carry out an attack on the king-side or queen-side. A player who does not have control over the centre is unlikely to be successful in carrying out any attack as his options are limited and his opponent can easily guess his plans.

A good plan for any player is to try to control the centre and keep an eye open for possibilities of attacking on the flanks. Now let us see a good example of a mobile pawn structure.

Gligoric-Szabo
Helsinki 1952

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4

This is the Nimzo-Indian Defence. By pinning this knight, black fights for the control of the e4 square.

4 e3 c5 5 Nge2 d5 6 a3 cd4 7 ed4 Be7 8 c5

This 'releases the tension' on the central d5 pawn.

8...0-0 9 b4 b6 10 g3 bc5 11 dc5

White has surrendered or abandoned the centre with this recapture as black now has two central pawns while white has none. But white has a supported passed pawn on c5 and hopes to advance it successfully.

11...a5 12 Rb1 ab4 13 ab4 Nc6 14 Bg2

If 14 b5? Ne5 and black has the simple threat of 15...Nf3#

14...Rb8 15 Ba3

As white has not completed his development he cannot afford to be aggressive. For example if 15 b5? Qa5! and now if 16 bc6? Rb1 as the Nc3 is pinned.

15... Bd7 16 0-0

Again after 16 b5 Na5 white has problems : a) 17 0-0 Nc4 18 Bb4 Bb5; b) 17 b6 Nb7 and c5 cannot be sufficiently defended.

16...Na7

Black does nothing about his own central pawns. He occupies himself solely with restricting white's passed b and c pawns. Only after immobilising them will he think of the advance of his passed pawn.

17 Re1 Ne8

This is the first step in setting his central pawns in motion. The knight makes way for the bishop at f6 and is itself planning Ne8-c7.

18 Bc1 Bf6 19 Bf4? e5 20 Bd2.

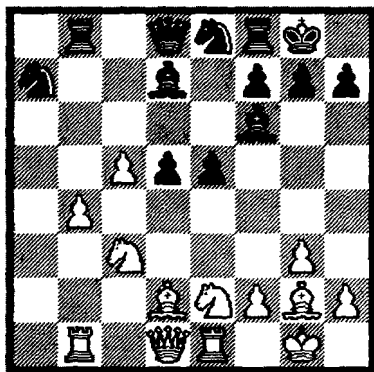
See diagram

20...d4 21 Nd5 Bc6 22 Nf6 Qf6!

Good strategy ! Black wants to eventually recapture on c6 with his queen. If here 22...Nf6? 23 Bc6 Nc6 24 b5 and the white pawns become mobile and dangerous.

23 Bc6 Qc6!

23...Nc6 will allow 24 b5! Now, after the recapture with the queen whites queen side pawns are firmly blockaded and it becomes



time for the black pawns to assert themselves

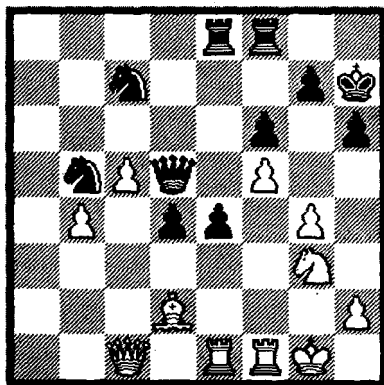
24 f4 f6

The only move to maintain his centre. 24...e4? 25 Nd4 or if 24...ef4? 25 Nd4 and then 26 Bf4 winning

25 Qb3 Kh8 26 Rf1 Nc7 27 Qc4 Nab5! 28 Rbe1 h6 29 g4 Rbe8 30 f5 Qd5 31 Qc1

Now white is threatening Bh6

31... Kh7 32 Ng3 e4!



The black pawns have gained a lot of power. White's only hope lies in a king-side attack. But attacking moves like Re3 and Rf3 for transferring to h3 are not possible because of the pawns on d4 and e4. As white

has less manoeuvring space, black can easily anticipate white's attacking moves and take preventive steps.

33 Bf4 e3 34 Qd1 Qc4 35 h4

White's queen side pawns have gradually become irrelevant to the outcome of the game. White does not defend them and tries a desperate king-side attack. Black disdains to take those pawns and aims to crush white completely with his two central pawns.

35...Nd5 36 g5 d3!

With this move black not only advances his d pawn still further but he also discovers an additional attack on the Bf4

37 Qg4 Now White is threatening hg5 and black must defend, **37...Rg8 38 Nh5 Re4 39 g6** White will only be getting his queen pinned by **39 gf5? gf5** as **40 Nf6** is not possible on account of the black knight on d5.

39...Kh8 40 Qg3 0-1 as black would finish by **40...d2** and then **41...e2**.

The aggressive use of the pawn centre is illustrated in some variations of the Giuoco Piano opening. One line runs:

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 ed4 6 cd4 Bb6?

The right move is **6...Bb4** leading to good chances for black: **7 Bd2 Bd2 8 Nbd2 d5!** Black fights for a share of the centre. **9 ed5 Nd5 10 Qb3 Na5 11 Qa4 Nc6 12 Ne5 0-0 13 Nc6 Qe8!**

7 d5! Ne7 (If **7...Nb8 8 e5 Ng4 9 0-0 d6 10 e6!** Or, if **7...Na5 8 Bd3 c5** to prevent **b2-b4- 9 d6**) **8 e5 Ng4 9 d6! cd6 10 ed6** and now:

a) **10...Bf2 11 Ke2 Ng6 12 h3 N4e5 13 Ne5 Ne5 14 Kf2 Nc4 15 Qe2+-**

b) **10...Ng6 11 0-0 0-0 12 Bg5 Nf6 13 Nc3 h6 14 Qd3! Kh7 15 Bf7 Rf7 16 Ne5+-**

In the 1991 Arab Womens Championship at Dubai a game went: **1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4** (The Evans Gambit) **4...Bb4 5 c3 Bc5 6 0-0 Nf6 7 d4 ed4 8 cd4 Be7** white has a fantastic position with two central pawns occupying the centre.

Now white should continue **9 e5 Ng4** (the usual recipe in similar positions where black has no bishop on e7 would be **9...d5** saying 'you take my knight, I take your

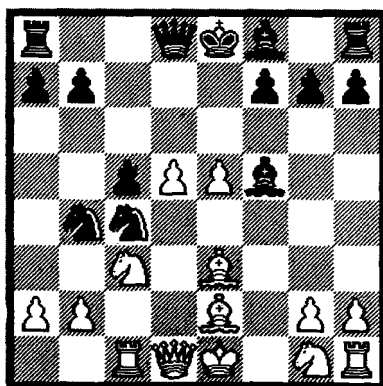
bishop" But here white can take **10 ef6** and then **11 fe7** winning a knight) and now a sample variation is **10 h3 Nh6 11 d5 Na5 12 Bd3 d6 13 Qa4 c6 14 ed Bd6 15 Re1 etc.**

The actual game continued: **9 Qb3 0-0 10 Ng5 d5 11 Bd5 Nd5 12 Qd5 Qd5 13 ed5 Nd4 14 Nc3 h6** when white was a pawn down in a lost ending though she finally won!

Care should always be taken while playing chess. Even in a winning position one should constantly be on the look out for tactical possibilities for the opponent. Sometimes a player enjoying the advantage of two central pawns could push them too soon and get into trouble as the following old variation in the Alekhine's Defence will show: **1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 c4 Nb6 5 f4** (This is known as the Four Pawns Attack in this defence) **5...de5 6 fe5 Nc6 7 Be3 Bf5 8 Nc3 e6 9 Be2 Nb4 10 Rc1 e5!**

This is the only move for black to stay in the game as otherwise whites central pawns would eventually roll over him. Whites best reply now is **11 Nf3** accepting the exchange of his d-pawn for blacks c-pawn and giving up his dreams of a grand pawn centre. Now see how an ambitious white move is punished.

11 d5? ed5 12 cd5 Nc4!!



This brilliant knight move attacks the pawns on b2 and e5 and the Be3. A game **Georgadze-Kopilov, Leningrad 1948** went:

13 Bf4 Nb2 14 Bb5 Bd7 15 Qc2 Bb5 16 Qb5 Qd7 17 Kd2 Qb5 18 Nb5 Nd5 19 Nh3 c4 20 Ke2 0-1.

13 Bc4 Qh4 14 g3 Qc4 and in spite of whites central pawns, black is winning because of his threat of...Nd3.

Sometimes it is possible to create a mobile pawn centre from an immobile, blocked cluster of pawns. It calls for a sacrifice.

See diagram

Petrosian-Barcza

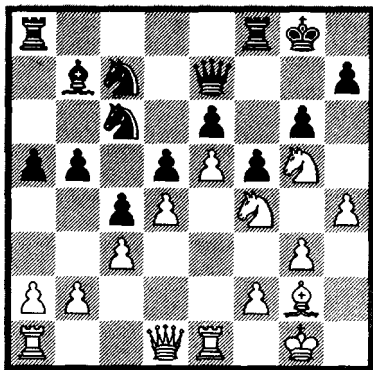
Stockholm 1952

White to play

It is easy to see that white can sacrifice his knight for black's two central pawns by 1 Nge6 Ne6 2 Bd5 Nd8. But white wants more for his knight. He wants the c5 pawn as well and therefore weakens it first.

1 a4!

Black saw that if now 1...b4, then 2 Nge6 Ne6 3 Bd5 Nd8 4 Bc4 with a great advantage for white, e.g., 4...Kh8 5 Ne6 Ne6 6 d5 Nc5 7 d6 Qd7 8 e6 Qc6 (threat of mate in one!) 9 Qd4 Kg8 10 e7 Rf7 11 Bd5! Qd5 12 Qd5 Bd5 13 e8=Q Re8 14 Re8 Rf8 15 Re5 Nb3 16 Rd1 Bc6 17 cb ab 18 a5.



Therefore black decided to defend his c pawn. But he overlooked that though his c5 pawn is made safe it is another story with his Ra8.

1...Ba6 2 Nge6 Ne6 3 Bd5

Only now black saw that his planned 3...Nd8 would lose his Ra8. The game is almost over.

3...Rad8 4 Be6 Kg7 5 ab5 Bb5 6 d5 and white won quickly with his two extra passed pawns in the centre.

Chapter 32

Pawn Structures

The pawns are the least valued of all chess pieces. Yet, they are important in a unique way, not because of the rule that they could be promoted to a piece of one's choice (usually a queen) when they reach the eighth rank, but because entire chess strategy depends on pawns and pawn structures.

During the course of a chess game some pawns move forward, some remain at the rear, some perish in the battle, some change files while capturing enemy pieces and some are exchanged off. Thus, various things are happening to different pawns on both sides during a game and different kinds of pawn structures occur on the board. These pawn structures determine the form and direction of strategic plans for both white and black.

When the pawn structures come into being players try their best to obtain pawn structures which:

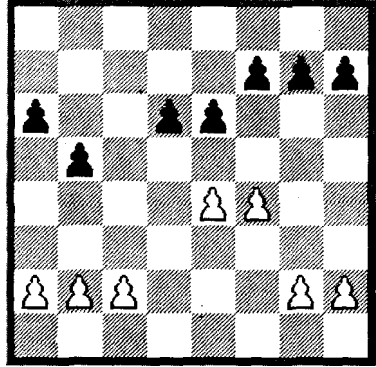
1. give them a space advantage and limit the mobility of the opponent's pieces,
2. keep their own pawns mobile and aggressive, and
3. limit the mobility of the opponent's pawns and create weaknesses among them.

Incorrect, hasty advance of the pawns do not always go unpunished. Therefore, pawn moves should be made after due consideration. The fact is that thoughtless pawn moves would deprive good developing squares on which to develop our pieces in the next phase of the game. And as a result, when we struggle to find good squares to develop our pieces on, the opponent could seize the initiative and start attacking by opening lines for his pieces.

Every good player adopts certain opening systems which he likes. It is necessary that he should understand the pawn structures which can arise in the opening systems that he plays.

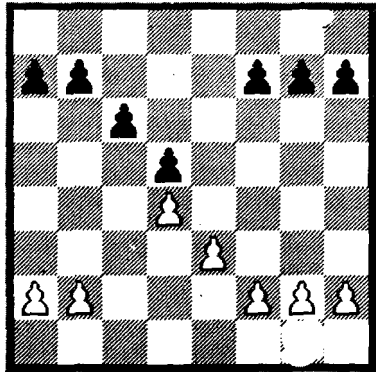
See Diagram below

Diagram No.1 shows the pawn formation that can arise from a Sicilian Defence game. White's pawns on e4 and f4 indicate



that he can initiate action in the centre and on the king-side. The semi-open d-file also promises some activity for him. For black, all play is indicated on the queen-side and along the semi-open c-file.

Diagram no.2 is known as the Carlsbad



structure. It arises mostly from the Queen's Gambit Exchange Variation. White's chances lie on the queen-side as his pawn structure points towards that side with pawns on e3 and d4. White's strategic plan would be to carry out the minority attack

with b4, a4, b5 after which either both b-pawns could be exchanged off leaving a backward c-pawn on c6 in the semi-open file, or white's b-pawn on c6 could be exchanged leaving black an isolated pawn on d5. For black, the pawns on c6 and d5 indicate action on the king-side and it is there that he should seek his chances, specially by utilising the semi-open e-file.

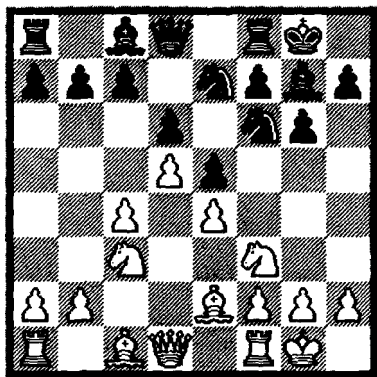


Diagram 3 gives the basic pawn configuration arising from a King's Indian Defence. By the very nature of the blocked pawns in the centre one could see the following plans for both sides.

For white: He would try for c4-c5 often prepared by b2-b4, Bc1-d2, Ra1-c1, etc. After pushing c4-c5 he might open the c-file for his rook by cd6 and penetrate the black position by Rc7.

For Black: He would try f7-f5, often prepared by the Nf6-e8. This is followed after due preparation by g6-g5-g4 or opening of the f-file for his Rf8.

The reader should check for himself that generally, white cannot take the initiative on the king-side, while likewise, black cannot do so on the other flank.

Let us now see an illustrative game where two players follow their strategic objectives. The action is thrilling throughout, right till the last moves of a rook and opposite colour bishop ending. The reader is advised to go through the notes painstakingly and personally check for himself or herself all variations.

Naumkin-Khalifman
King's Indian Defence, E92
USSR 1984

This game is given in Chess Informator No. 37/665

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Nf3 0-0 6 Be2 e5 7 d5 a5.

Black plans to develop Nb8-a6-c5 making white's task of c4-c5 harder.

8 Bg5

This is aimed at hindering black's thematic plan of...Ne8 and f7-f5.

8...h6 9 Bh4 Na6 10 Nd2 Qe8

Now black intends...Nh7 and then...f5, but he is in no hurry and completes his development with his next.

11 0-0 Bd7 12 b3

White wants to play a3, Rb1, b4, c5. However, if straight away 12 a3? a4 and white can never play b4 as black would capture en passant a4xb3.

12...Nh7

Black starts on his plan.

13 a3 h5

Whenever an opponent makes a strange move, one should try to see the reason behind it. 13...h5 is a threat to win the bishop with 14...g5 15 Bg3 h4. With this threat black is able to transfer his hitherto dormant bishop onto the active c1-h6 diagonal.

14 f3 Bh6 15 Kh1 Nc5!

It looks like black is tamely allowing b3-b4, but there is a tactical stroke waiting! If now 16 b4? Bd2 17 Qd2 ab4 18 ab4 Ra1 19 Ra1 Nb3 wins the exchange.

16 Rb1 f5 17 Qc2 Nf6 18 b4 ab4 19 ab4 Na4

Both sides have progressed towards their objectives though white is yet to achieve c4-c5. The game is approximately equal.

20 ef5?

White must open this c-file for active play by 20 Nb5 Bb5 21 cb5.

20... Nc3 21 Qc3 Bf5 22 Bd3 Ra2!

This rook plays a great role in the further course of the game.

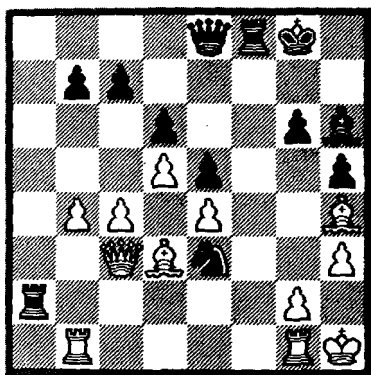
23 Ne4 Be4 24 fe4

If 24 Be4 Ne4 25 fe4 Rf4 26 Rf4 Bf4 when both 27 g3? and 27 Bg3 are answered by...Bh6 with a nice attacking position for black who has threats like...Re2, ...Qa4, etc.

24...Ng4! 25 h3

White is threatened with ...Ne3. He cannot ease his positions with exchanges because if 25 Rf8 Qf8 26 Rf1 (26 Ra1? Bd2) 26...Qa8 white is threatened with...Bd2 as well.

25...Ne3 26 Rg1



Black has reached the peak of his attacking build-up. Except his queen, everything is beautifully positioned. If black plays 26 Qd7 (threatening the deadly...Ng2!) white defends with 27 Rb2. Therefore, black should play the preliminary 26...g5! 27 Be1 (if 27 Bg3 h4 28 Bh2 g4 is crushing) and now, 27...Qd7! after which white loses in all variations ; a) 28 Qb3 Ng2, b) 28 Rb2 Nd1, c) 28 Kh2 Rf3. In the further course of the game white misses his way to a half point in a very exciting battle.

26...Rf4? 27 Qe1!

With this move white gets rid of most of his problems. If 27 Bg3 Rf3!! 28 gf3 Qd7 29 Rb2 Qh3 30 Bh2 (30 Rh2? Rh2 31 Bh2 Qf3) 30...Qf3 31 Rgg2 (31 Rbg2 Nd1!) 31...Ng2 32 Ra2 Nh4 33 Kg1 Be3+

27...Qd7 28 Qe3 Rh4 29 Qg3

This appears to force g6-g5 and reduce the fury of black's attack. But black's surprises are not yet finished.

29...Qg4!! 30 Qg4 hg4 31 Ra1! Rd2 32 Rgd1 g3!

If 32...Rd1 33 Rd1 gh3 34 g3! Rg4 35 Kh2 Be3 36 Kh3 Rg5 37 g4 and the black rook is imprisoned for life!

33 Rd2 Bd2 34 c5?

At last white achieves his objective, but his king gets into a mating net. Also inadequate was 34 Ra8 Kg7 35 Rc8 Bb4 36 Rc7 Kh6 37 Rb7 Bc5 38 Rf7 Kg5 when the white king is permanently jailed and the black rook re-enters the game via Rh4-h8-a8-a1. White's best is to get out of the h1 jail by temporarily sacrificing a pawn with 34 Kg1 Bb4 35 Ra8 Kg7 36 Rb8 Bc5 37 Kf1 b6 38 Rc8 Kf6 39 Ke2 and white draws, not by capturing c7 but by just keeping the rook on the 8th rank ready just for exchange. 39 Rc7? could be very troublesome after 39...Rh8 40 Ra7 (to prevent...Ra8) 40...b5 and white will be menaced by the passed b-pawn and the threat of ...Kf4.

34...Bb4 35 c6 bc6 36 dc6 Rf4 37 Rb1

Despite the opposite coloured bishops on the board, the exchange of rooks does not give white a draw: 37 Rf1 Bc5! (keeping the king locked away at h1) 38 Rf4 ef4 39 e5 (white's best try) de5 40 Bg6 Kg7 41 Be4 Kh6 42 Bd5 Kg5 43 Be4 Bd4 44 Bf3 Kf5 45 Bg4 Ke4 46 h4 Kd3 47 h5 e4 48 h6 e3 49 h7 e2 -+

37...Bc5! 38 Rb8

It is possible that both players were in time trouble, white's best here is 38 Rb7 although it should also lose: 38...Rf2 39 Bc4 (39 Rc7 Rd2 40 Bc4 d5!! {diverting the bishop from f1} 41 Bd5 Kh8 42 Bb3 Re2 mates) 39...Kh8 40 Rc7 Rc2 41 Bf1 Rc1 42 Rf7 Bf2.

38...Kg7 39 Rb7 Rf7

Not 39...Bb6? 40 Rb6 cb6 41 c7 Rf8 42 Ba6 +- **40 Bc4 d5!!**

This is the best way to make the rook seize the initiative. **41 ed5 Rf4 42 Be2** (after 42 Rc7 Kf6, the white rook will no longer be able to come to the defence of the entombed king) **42...Re4 43 Rb2 Rd4 44 Rb3 Rd2 45 Bg4 Bf2 46 Rb7 Kf6!** Once again the white rook cannot touch c7. **47 d6 Rc2! 0-1.**

If 48 Rb1 cd6 49 Bd7 d5 and there is no stopping d5-d4-d3-d2-d1=Q.

Chapter 33

Castling On Opposite Sides

One of the best ways to learn the difficult but pleasing art of attack is to castle on opposite sides and hurl the pawns on the opponent's castled position. When former world champion Mikhail Tal was in school he used to play hundreds of games with his class mates whenever there was a break between two periods. And they used to regularly castle on opposite sides and furiously play for check mate. They did not think of positional play and concentrated only on check mating. His great attacking genius which thrilled the chess world in the sixties must have developed from the chess he and his class mates sneaked in between classes.

There is not much strategy involved when two players castle on opposite sides and give away pawns and pieces to open lines against the opponent's king and remove its pawn shield. Here is an example of attacking play by Tal himself. But this is not from his boyhood, but from the World Candidates Match!

Tal - Larsen

Yugoslavia 1965

Sicilian Defence B82

1 e4 c5 2 Nf3 Nc6 3 d4 cd4 4 Nd4 e6 5 Nc3 d6 6 Be3 Nf6 7 f4 Be7 8 Qf3 0-0 9 0-0-0 Qc7 10 Ndb5 Qb8 11 g4 a6 12 Nd4 Nd4 13 Bd4 b5 14 g5 Nd7 15 Bd3 b4

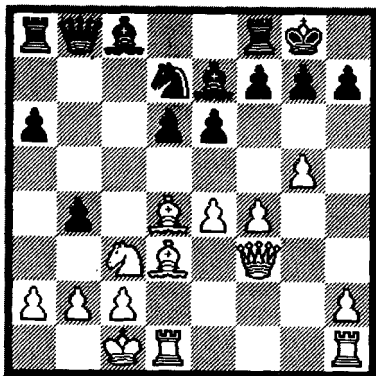
See diagram

16 Nd5!

This is a positional sacrifice as there is no clear cut victory after its acceptance. Black is yet to complete his development and his pieces are not well coordinated. White's two bishops point at black's king-side and his king-side pawns are well advanced. Tal introduced this sacrifice of the knight on d5, against the Sicilian Defence as a standard tactical weapon.

16...ed5

If 16...Bd8, then 17 Nf6 g6 18 g6 Bf6 19 Rhg1 Kh8 20 e5 Ne5 (20...de5 21 Qe4



and mate next move) 21 fe5 Be5 22 Qf6 Bf6 23 Bf6#

17 ed5 f5

Black has to first of all prevent white's king-side attack. If he calmly sets about with 17...Bb7? then white has the choice between getting his sacrificed piece back with 18 Qe4 (threatens mate on h7 and the bishop on e7) or sacrifice a further two pieces with 18 Bh7! Kh7 19 Qh5 Kg8 20 Bg7 Kg7 21 Qh6 Kg8 22 g6 Nf6 (22...fg6 23 Qg6 Kh8 24 Rhg1 Rf7 25 Qf7 Qf8 26 Qh5 mates) 23 Rhg1 with the dual threats of 24 gf Kf7 25 Qg6# and 24 g7 Nh7 25 gf8=Q#

The other black defence 17...g6 invites 18 h4 to be followed by 19 h5, 20 hg6 and mate along the h-file. For example, 17...g6 18 h4 Re8 19 h5 Nf8 20 hg6 fg6 21 Rh6 Qc7 22 Rdh1 Bd8 23 Rh7 Nh7 24 Bg6 Re7 25 Qh5 (threat 26 Bh7 Rh7 27 Qg6 Rg7 28 Bg7 Qg7 29 Qe8 Qf8 30 Rh8! Kh8 31 Qf8 Kh7 32 Qf7 Kh8 33 g6 mates.

18 Rde1 Rf7 19 h4 Bb7 20 Bf5

This is a good idea, but white could have made his task easier by playing the preliminary 20 g6! hg 21 h5 g5 weakening the black castled position thoroughly and then 22 Bf5!

20...Rf5 21 Re7 Ne5!

If 21...Rf7 22 Rf7 Kf7 23 g6! (This is a good tactic to remember) 23...hg6 24 h5 Nf6 25 hg6 Kg6 26 Rg1 Kf7 (26...Kh7 27 Bf6 gf6 28 Qh3#) 27 Bf6 Kf6 (27...gf6 28 Qh5 and white's queen and rook will mate) 28 Qe4 (threat 29 Qe6#) 28...Qe8 29 Qd4 Kc7 (29...Kf7 30 Qg7#) 30 Rg7 Kd8 31 Qb6 Kc8 32 Qc7#

22 Qe4 Qf8

If 22...Rf7 23 Rf7 Nf7 24 g6! hg6 25 Qg6 Qf8 26 Rg1 +-

23 fe5 Rf4 24 Qe3 Rf3

Invariably the defending player has to worry more than the attacking player. And such tensions often make difficult the ability to think clearly. Black could still put up a fight as follows: 24...Bd5 25 ed6 Rd4! 26 Re1 (26 Qd4? Bh1) 26...Qf4 27 d7 Qe3 28 R1e3 Bc6 29 Re8 Kf7 30 R3e7 Kg6 31 Re6 Kf7 32 Rc6 Re8 33 de8=Q Ke8 34 Ra6 Rh4 and the game could still be fought.

25 Qe2 Qe7 26 Qf3 de5 27 Re1 Rd8 28 Re5 Qd6 29 Qf4

White sets a small trap. If now 29...Bd5? 30 Re8! Re8 31 Qd6 wins the queen.

29...Rf8 30 Qe4 b3

Black vacates the b4 squares for his queen in a vain attempt to give perpetual check. If 30...Rd8 31 Re7 Rd7 32 Re8 Kf7 33 Bc5! Qc5 (33...Qd5 34 Rf8#) 34 Qe6#

31 ab3 Rf1 32 Kd2 Qb4 33 c3 Qd6 34 Bc5! Qc5 35 Re8 Rf8 36 Qe6 Kh8 37 Qf7!! 1-0.

The entire game was most exciting and instructive till the last move.

Quite often, when black has castled on the king-side, white launches his king-side pawn assault with f3, g4,h4,h5 etc. This set-up is used against the Sicilian Defence, specially against the Dragon Variation and also against the King's Indian Defence. We shall now see a game illustrating some of the various techniques involved in such attack on opposite sides.

Hellers-Kir Georgiev

Haifa 1987

Sicilian Dragon variation B76

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 0-0 8 Qd2 Nc6 9

0-0-0 Nd4 10 Bd4 Be6 11 Kb1 Qc7 12 g4 Rfc8 13 h4 Qa5

The black pieces are directed against white's queen-side while white's pawn storming on the king-side is already under way.

14 a3 Rab8 15 h5

A typical mistake here by inexperienced players would be 15 g5? because after 15...Nh5 16 Bg7 Ng7 white's king side attack has lost its punch whereas black's threat of b7-b5-b4 is very very dangerous. By playing 15 h5 one of the white's intentions is to exchange pawns on g6 and utilize the resulting open h-file for immediate attack. But in this game white follows a different idea.

15...b5! 16 h6!

If 16 hg6 hg6 17 Qh2 b4 18 ab4 (if 18 Bf6 Bf6 19 Nd5-19 Qh7 Kf8 gets white nothing-19...Bd5 20 Rd5 Qa4 and white has no defence against 21...ba3) 18...Rb4 19 Nd5 Bd5 (19...Nd5?? 20 Qh8! Bh8 21 Rh8#) 20 ed5 Ra4 21 b3 (21 c3?? Ra1 22 Kc2 Qa4 23 b3 Qa2+-) 21...Bd4 22 Rd4 Nd5+- In this variation white has only a harmless queen check on h7 and no mate because black's bishop on g7 simultaneously prevents mate on h8 and helps the other black pieces to hunt the white king on the queen side. In comparison, the white Bf1 is a mere spectator.

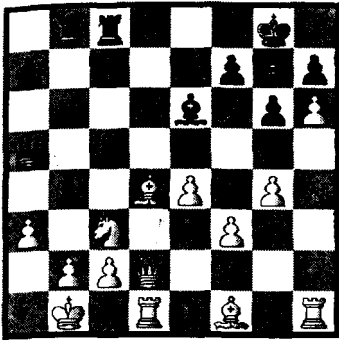
The move played, 16 h6, is unusual and plans the exchange of the black bishop after 16...Bh8 and the occupation of the open d4-h8 diagonal by the white queen with a mate threatening on g7.

16...b4!

See diagram

The attack by both sides is speeding up. Interesting is 16...Bh8 17 Nd5 Qd2 18 Rd2 Nd5 (if 18...Rb7 or Kf8, 19 Nf6 Bf6 29 Bf6 ef6 21 Rd6 winning a vital pawn) 19 Bh8 (if 19 ed5 Bd5! 20 Bh8 Bf3 21 Rh3 Bg4 22 Rg3 Kh8 23 Rg4 f5 to be followed by Kg8-f7-f6 when black has 4 pawns for the bishop and good chances.) 19...Kh8 20 ed5 Bd7 with an unclear game.

17 Nd5 Nd5 18 hg7 Nc3! 19 Ka1!



If 19 bc3 bc3 wins the queen or if 19 Bc3 bc3 20 Qh6 Rb2 21 Kc1 Rb1 (remember this tactic in future) 22 Kb1 Qb6 23 Kc1 Qb2#

19...f6!

Here a big mistake would be 19...ba3? 20 bc3? (white uses black's own pawn to block the a-file and protect his Ka1) 20...a2 21 Qh6 Rb1 22 Rb1 ab1=Q 23 Kb1 Rb8 24 Kc1+-

Also 19...Nd1 loses to 20 Kh6 f6 21 Qh7 Kf7 22 g8=Q#

20 Re1

If 20 Qh6 Kf7 21 Qh7 Rg8! and the queen looks stupid on h7!

20...Nb5 21 Bb5

If 21 Qb4?? Qb4 22 ab4 Nd4 wins one bishop.

21...Qb5 22 Rh2 ba3 23 b3!

This is a next technique to stem the flow of black's attack.

23...Qb4

If 23...Kg7 24 Qh6 f7 25 Qh7 Ke8 26 Qg6 Bf7 27 Qf5+.

Having won a pawn and the capture of g7 imminent, black seeks exchange of Queens.

24 Ba7 Qd2 25 Rd2 Ra8 26 Bd4 h6!

If 26...Kg7? 27 g5 gives a lot of trouble.

27 Ka2 Kg7 28 Re3 Ra4! 29 c4

If 29 Rc3?? Rd4 wins a bishop.

29...Ra6 30 Rc3 g5 31 Rdc2 Bf7 32 Be3 h5 33 gh5 Bh5 34 Bc1 Bf7 35 c5? dc5 36 Rc5 Rb8!

Suddenly white's b-pawn is defenceless.

37 R2c3 Rab6 38 Ka3 Rb3 39 Rb3 Rb3 40 Ka4 Rf3 0-1.

Make sure that you go through the notes for both games as there is a lot to learn from the unplayed variations!

Chapter 34

The Advanced Passed Pawn

A passed pawn is a pawn which has no enemy pawns opposing it either on the file on which it stands or on the adjacent two files. There are quite a few kind of passed pawns but in this chapter, we are going to consider only the advanced passed pawn, a passed pawn which has advanced beyond the fifth rank. An advanced passed pawn presents many tactical possibilities because it can become a queen in just one or two moves. A player can sacrifice a piece or pawn to enable the passed pawn to take the few steps to coronation. Needless to say, a variety of tactical themes like line opening, line closing, decoy, discovered attack, etc., can influence the speedy queening of an advanced passed pawn.

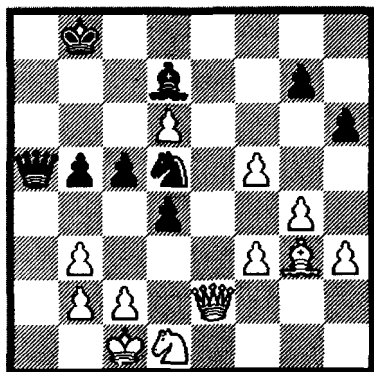


Diagram 1
1. Kondratiev-Geller
St Petersburg 1957
White to play.

In No.1 white has an advanced passed pawn on d6. Scanning the entire board (players often have the tendency to concentrate only on trouble spots or where they are attacking and ignore the rest of the board), you see an interesting feature: the advanced

passed pawn is on the diagonal between the black king and the Bg3. So we get the idea to persuade the blockading black bishop on d7 to move. White played **1 Qe8!** and black resigned because, after **1...Be8 2 d7 Kb7 de8=Q**, white has won a bishop.

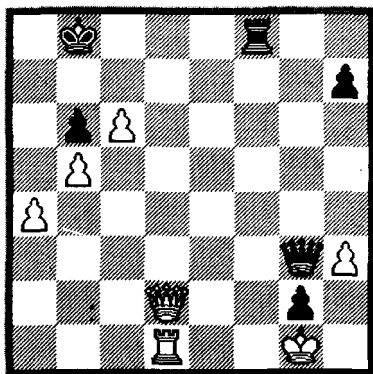


Diagram 2
2.A.N.Other-Capablanca
1942 Black to play

It is not certain that Capablanca did obtain and play the position in No.2 because the same set up with different but immaterial pawn structures on the queen side have been credited to other famous players. Perhaps this position is a composition, but it is ingenious and instructive.

Black won by **1...Rf1! 2 Rf1 Qh2!!** (2...gf1=Q? 3 Kf1 only manages to lose black's valuable pawn for nothing) **3 Kh2 gf1=N!! 4 Kg2 Nd2** and black won.

There is a variation in the Slav Defence to the Queen's Gambit Declined where black suddenly faces the spectre of white making a second queen within 10 moves! The variation runs: **1 d4 d5 2 c4 c6 3 Nf3 Bf5 4 Qb3 Qb6 5 cd5 Qb3 6 ab3 Bb1?** (Better was **6 cd5**) **7 dc6 Be4??** (Here black must accept the loss of a pawn and play **7 Nc6**) **8 Ra7!!**

Ra7 9 c7!! and the pawn queens either on b8 or c8. If the idea behind this tactic is understood, the solution to No.3 cannot be very difficult.

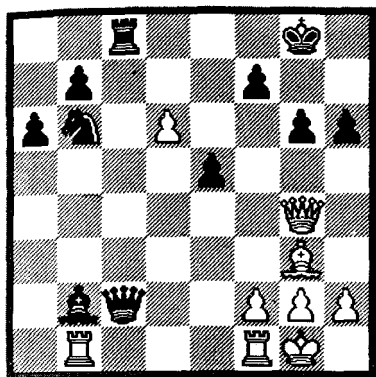


Diagram 3
3.Englisch-Maroczy
Dresden 1936
White to play

White won in No.4 by **1 Rb2!!** (deflecting the black queen away from the c-file as he plans a queen sacrifice on c8!) **1...Qb2 2 Qc8! Nc8 3 d7** and the pawn queens on either d8 or c8 gaining a bishop in the transaction.

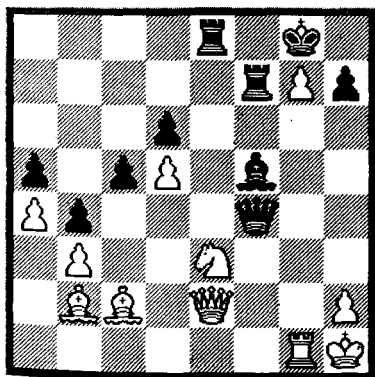


Diagram 4
4.Nikitin-Butkevich

Moscow 1955

White to play

No.4 Shows a typical position where black's best defensive piece appears to be the white pawn on g7 which is frustrating the Rg1 and the Bb2 and shielding the black king. But with the pawn so far advanced, white has a decoying sacrifice to push the pawn to queen with great effect: **1 Nf5!! Re2 2 Ne7!** (this is a clearance sacrifice, opening up the diagonal for the Bc2) **2 Rfe7 3 Bh7! Kh7 4 g8=Q Kh6 5 Qg6#**

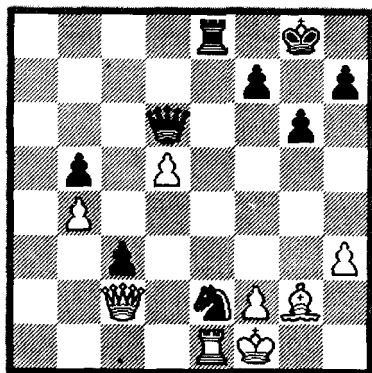


Diagram 5
5.Weltmänder-Polugaevsky
USSR 1958
Black to play

In No.5 the black knight which is pinned against the Re8 appears to be clearly lost, but the advanced passed pawn on c3 won for black as follows: **1...Ng3 2 fg3 Qf6 3 Qf2** (Now the exchange of queens and rooks allows the c-pawn to queen, but black must exchange in the best sequence to keep the white king as far as possible from c1, the queening square.) **3...Re1! 4 Ke1 Qf2 5 Kf2 c2** and the pawn queens unhindered.

The advanced passed pawn has 'the lust to expand'. Quite often, the main purpose of the advance of the passed pawn is to cut off defensive lines among the enemy pieces co-ordinating the defence, or opening new lines for the attacking side, or both.

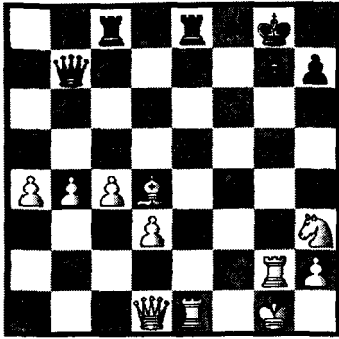


Diagram 6
6. Larsen-Tal
 Bugojno 1984
 Black to play

In No.6, it seems that black has a simple win with 1...Nf3 2 Kh1 Nd4 winning a bishop. But that was exactly what white was hoping for as 1 Nf3? is met by 2 Qf3! Qf3 3 Rg7 Kf8 (3 Kh8 4 Rg6 mates) 4 Rf1 Qf1 5 Kf1 e2 6 Ke1 and white wins.

Black therefore played 1...e2 and white resigned. If either rook captures the pawn, black plays according to programme (2 Nf3 and 3 Nd4 as the white queens way to f3 has been blocked. The main defence is 2 Qe2 Nf3 3 Qf3 (hoping for 3 Qf3 and the variation described earlier, but now there is no pawn blocking the e-file and black wins) 3...Re1 4 Kf2 Rf1! 5 Kf1 Qf3-+

The next few examples illustrate some tactics by which advanced passed pawns are created and utilised to best effect.

See diagram

Diagram 7
7. White to play

In No.7 white's pawns are well advanced and could, without the help of their king, promote one of themselves to queen: 1 b6! (1 a6 or 1 c6 would not lead to the creation of a passed pawn) 1...ab6 (if 1...cb6, 2 a6! ba6 3 c6 and c6-c7-c8=Q) 2 c6! bc6 3 a6 and 4 a7, 5 a8=Q.

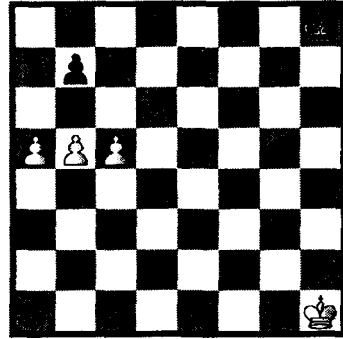
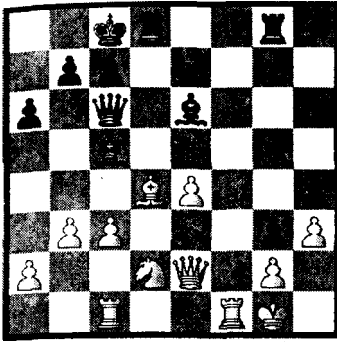


Diagram 8
8. Spielmann-Lerne
 Magdeburg 1927
 White to play

In No.8, white's aggressive pieces appear to be beaten back with his Bd3 under attack and the g5 pawn pinned. However, white won by sacrificing his queen, creating an advanced pawn, pushing it to the 8th rank and mating: 1 Qh6!! gh6 2 gh6 Kf8 3 Rg8!! Kg8 4 h7 Kf8 5 h8=Q#

See diagram

Diagram 9
9. Aufman-Zhdanov
 Riga 1963
 Black to play



Here the creation of an advanced passed pawn could only come about by sacrificing on h3. But that alone is not enough and black has to combine other ideas to put through his plan: 1...Bh3! 2 gh3 g2 3 Rfe1 White must move the rook along the 1st rank supporting the Rc1, because, if 3 Rf2? for example, then 3...Bd4! wins as the Rc1 is unprotected.) 3...Rd4! 4 cd4 Bd4 5 Kh2 Qd6 6 e5 Be5! 0-1 If 7 Qe5, g1=Q! (deflecting the rook away from Qe5) 8 Rg1 Qe5 9 Kh1 Qd5 10 Kh2 Qd2 wins.

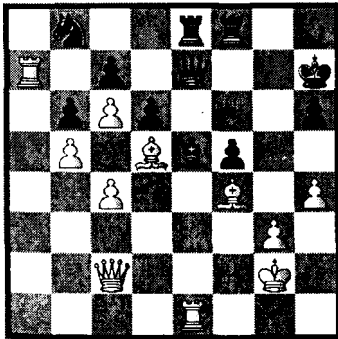


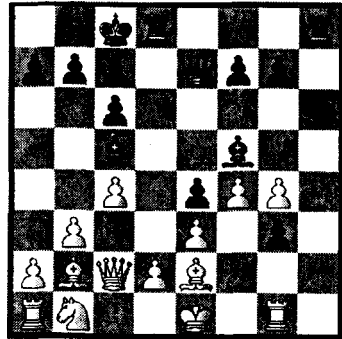
Diagram 10
10 Alekhine-Schwarz
London 1926
White to play

Black's defensive set up in No.10 seems to be impregnable, but white found a way to bash black's bastion by combining pins along the e-file and the 7th rank. The game went; 1 e5! bc5 2 b6 Rc3 3 Qc3 Rfe8 (if 3...Bc3 4 Re7 Kg6 5 bc7 and the knight dies where it stands) 4 Be5 de5 5 Qe5! Qe5 6 Re5 Re5 7 Rc7 Rc7 8 bc7 Re8 9 cb8=Q Rb8 10 Be6! Kg6 (there is no way the c-pawn could be prevented from advancing to c8) 11 c7 Rf8 12 c8=Q 1-0.

The next is an excellent example of an advanced passed pawn deciding at the highest level of international chess (Spassky was world champion when he played this game.)

See Diagram below
Larsen - Spassky
Belgrade 1970

1 b3 e5 2 Bb2 Nc6 3 c4 Nf6 4 Nf3 e4 5 Nd4 Bc5 6 Nc6 dc6 7 e3 Bf5 8 Qc2 Qe7 9 Be2 0-0-0 10 f4 Ng4 11 g3 h5 12 h3 h4 13 hg4 hg3 14 Rg1



White thinks that black's pawn on g3 is isolated from the main army and will be soon ready for capture. But he is in for a very big surprise. 14...Rh1!! (the triumph of the advanced passed pawn!) 15 Rh1 If 15 Kf1, Qh4; or if 15 Rf1 g2! 15...g2! 16 Rf1 (if 16 Rg1 Qh4 17 Kd1 Qh2 wins.) 16...Qh4 17 Kd1 gfl=Q 0-1. If 18 Bf1 Bg4 19 Kc1 Qe1 mates.

Chapter 35

Blockading The Passed Pawn

Now that we are acquainted with 'the lust to expand' of a passed pawn (see our previous chapter) it is necessary to study the measures to be taken against passed pawns when your opponent has them. The most important step to be taken against a passed pawn is to blockade it, that is, place one of your own pieces in front of that pawn so that it cannot move. Aron Nimzowitsch wrote a book on this subject titled "BLOCKADE" more than 60 years ago. He analysed the strengths of various blockading pieces calling them strong, weak, elastic and inelastic blockaders.

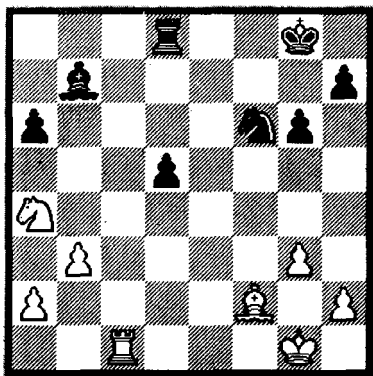


Diagram 1
1. White to play

In No. 1 black has a passed pawn on d5. If allowed, he would play d5-d4-d3-d2 not only threatening to queen, but also giving scope for aggressive action by this rook along the d-file and his bishop along the a8-h1 diagonal. White's best strategic move here is 1 Bd4 stopping d5-d4, stifling the black rook and bishop and attacking the knight.

When it is not possible to attack enemy pieces or objectives, one should try to restrict the power of the opponent's pieces and

enlarge the scope of ones own pieces. As the opponent's possibilities become more and more restricted, attacking and tactical possibilities would automatically arise.

In Diagram 1, after playing 1 Bd4 it could be seen that the pawn is stopped (or arrested!) at d5 and the bishop itself is immune from attack by the black rook along the d-file. Thus we learn that the blockading piece, or the blockader, is free from attack along the file and has a comfortable shelter under the enemy passed pawn. A player whose passed pawn is blockaded and pieces restricted as in Diagram 1 will get into a pessimistic frame of mind. And such a state of mind is the nursery for disasters. We give an illustrative game.

Euwe-Pilnik
Amsterdam 1950
Grunfeld Defence

1 d4 Nf6 2 e4 g6 3 g3 Bg7 4 Bg2 d5 5
cd5 Nd5 6 e4 Nb6 7 Ne2 c5 8 d5 0-0 9 0-0 e6
10 Nbc3 Na6 11 Nf4 e5 12 Nfe2

White has a protected passed pawn on d5 while black has a pawn majority (3 against 2) on the queen-side. Black must manoeuvre one of his knights to d6 to blockade the d5 pawn.

12...Nc4 13 b3?

As black's plan to play...Nd6 is evident, white must prevent it as a knight on d6 would make an excellent black blockader. White's best here is 13 Nb5 Bd7 14 Nec3 Qb6 15 a4.

13...Nd6 14 Be3 b6 15 Qd2 Re8

With 15 Qd2 white had threatened 16 Bh6, which is not bad for black as after the exchange of the dark square bishops black would be left with his good, white-square bishop. He moves his rook to e8 anyway against white's next move.

16 f4?!

White has an ambitious plan of doubling his rooks on the f-file and does not want to

waste one move moving Rad1 as he plans Rff2 and Raf1. In view of the strategic manoeuvre by black, white should have played according to 'book' completing his development with 16 Rad1 and taking his rook out of the vulnerable a1-h8 diagonal.

16...Nc7 17 Rf2? e! 18 Bf4

This recapture with the bishop, losing pawn control over the vital e5 square has become a sad necessity because 18 gf would lose to 18...Ne4! 19 Be4 Re4 20 Ne4 Ba1. However, after the text, 18 Bf4, the same plan would be hazardous: 18 Bf4 Ne4? 19 Be4 Re4 20 Ne4 Ba1 21 N2c3 when the black king is in serious danger as his black square bishop is not available for defence and white threatens Be5, Bg5, etc.

18...Ba6! 19 Re1 Qe7 20 g4 Be5!

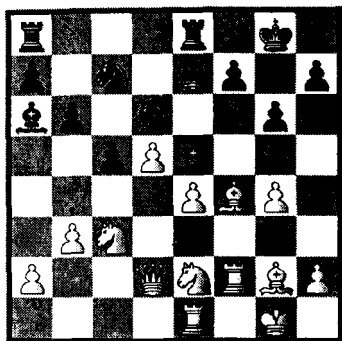


Diagram 2
Position after 20 Be5!

Black has a strategically beautiful position. He should prevent white from even sacrificing his e4 pawn which would give life to his game. If black allows e4-e5 white's connected central passed pawns would sweep away everything in their path. Black now starts reducing white's options move by move.

21 Be5 Qe5 22 Ng3?

A queen is not a good blockader, because, if attacked by an enemy bishop or knight, it must flee, abandoning the blockade. The only way for white to dislodge the Qe5 was by Kh1, Ng1, Nf3 which is no

doubt a slow manoeuvre. From g3 the knight does nothing except passively defend e4.

22...Re7 23 Bf1 Bc8!

White's white square bishop is not a very effective piece as his pawns are blocked on white squares. Black therefore avoids exchanges and lets white worry over finding a role, and a square (!) for his bishop.

24 Be2 Bd7 25 Re1 Rf8

At last white has got his rooks doubled on the semi-open f-file. But black has nothing to fear as all squares along the f-file are adequately protected. He now pays attention to his least effective piece, the Nc7, and brings it into active play.

26 Qc1 Nce8 27 Kh1 f6 28 Rg1 Ng7 29 Bf3 Qg5!

This is a beautiful positional move. Black allows white two connected passed pawns in the centre of the board but he has them well blockaded and rendered useless.

30 Qg5 fg5 31 Rgf1 Nge8 32 Be2 Rf2 33 Rf2 Kg7 34 h3 Nf6 35 Bf3 Be8 36 Re2 Nd7 37 Rd2 Ne5!

Black has completely controlled and stabilised the centre. There could be no surprise tactics from the blockaded white pawns. Now black turns to cash in on his queen-side pawn majority.

38 Be2 b5! 39 Rc2 Rc7 40 Nd1 c4 41 bc bc 42 Nc3

Now white has blockaded black's c4 pawn but the fact that all of black's pieces, including his king, are working in unison makes a significant difference.

42...Kf6! 43 Nb1 Rb7 44 Nd2 Ba4! 45 Rcl Rb2! 46 Nc4 Nec4 47 Bc4 Bc2!

Black has sacrificed one pawn in order to exchange rooks after which he would collect both white pawns in the centre for nothing.

48 Bb3 Rb1! 49 Rb1 Bb1 50 Ne2 Be4 51 Kh2 Ke5 52 Nc3 Nd3 53 Kg3 Ne4 54 Ne4 Be4 55 d6 Kd6 56 Bg8 h6 57 Bf7 Bd5! 58 Bg6 Ba2 59 h4 a5 60 hg hg 61 Kf3 a4 62 Ke3 Be6 63 Kd4 Bg4 64 Kc3 Bd1 65 Bf5 Ke5!

Not 65...g4?? 66 Bg4! Bg4 67 Kb2 and the game is drawn as black's bishop is not of

the colour of the corner queening square (a1 is black whereas the bishop runs on white squares).

66 Bd7 Kf4 67 Kb4 Bc2

Black is preparing to shield the g-pawn from the enemy bishop as it marches to queen at g1.

68 Kc3 Bb3 69 Kb4 Bf7 70 Ka4 Bg6 71 Kb4 Bf5 72 Bc6 g4 73 Kc5 Be4 74 Bd7 g3 75 Bh3 Ke3

The black king advances to f2 in a zigzag way to prevent the white king from getting closer to where the action is.

76 Kd6 Bf5! 77 Bg2 Kf2 0-1

If 78 Bc6 Bg4 to be followed by...Bf3 and ...g2.

Choice of blockaders

If a choice of blockaders is available, the piece chosen should be the one which is the least immune to enemy attacks and which could use the blockading square as a base camp from which marauding attacks could be undertaken against the enemy position. Because of their higher values, the queen and rook are not suitable blockaders. Knights and bishops are the best. And generally, knights are the most effective blockaders. Sometimes a blockader would leave its post temporarily to help the other pieces in an attack and then get back in time to resume the blockade of the passed pawn.

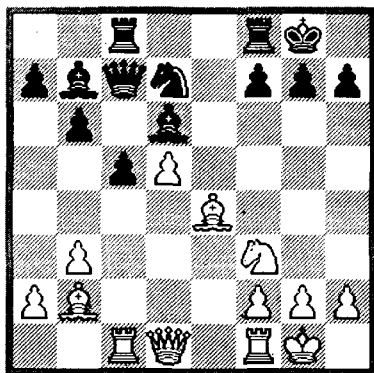
And how does the side with the passed pawn handle the enemy blockade? It is by trying to drive away or exchange the blockader. Diagram No.3 is an illustration:

See diagram

Diagram 3 3 Nimzowitsch - Gottschall

Breslau 1925,
White to play

In this position black has blockaded the d5 pawn well and also has a 'reserve' blockader in Nd7. However he is a little behind in development and cannot play the knight to its normal square on f6 because of Bxf6. Note that though black's queen and bishop battery along the b8-h2 diagonal seems to be threatening, the queen would actually be better placed on d8. With greater space



available for his pieces, white is able to conduct a king-side attack which demands the presence of the blockading pieces elsewhere, leaving the passed pawn to advance.

1 Re1 Qd8 2 Bb1 Re8 3 Qd3 Nf8

White should have exchanged rooks before playing 3 Qd3. Black could now have kept his queen at d8 by playing 3...Re1 4 Re1 Nf8 as the queen is better placed at d8 than at e8.

4 Re8! Qe8 5 Nh4!

(Had the black queen stayed at d8, this knight move would not have been possible.)

5...f6 6 Nf5 Rd8

Black tries to bolster the blockade, overlooking a tactical stroke. If 6...Be5 7 Be5 (not 7 Re1?? Bh2) 7...Qe5 (if 7...fe5 8 Nd6) 8 d6 Rd8 9 Qc4 Kh8 (9... Qd5? 10 Ne7) 10 Qf7+ - Comparatively better was 6 Qd7.

7 Bf6! Bh2

This is forced as otherwise black loses with 7...gf6? 8 Nd6 Rd6 9 Qg3 Kh8 10 Qd6

8 Kh2 gf6 9 Qg3 Ng6 (if 9...Qg6?? 10 Ne7) **10 f4!**

Black was threatening both Rxd5 and Qe5 exchanging queens. If now 10...Rd5 11 Re1 to be followed by 12 Ne7 attacking Ng6 three times.

10...Kh8 11 Re1 Qf8

If 12...Qg8 13 Ne7! Ne7 14 Re7 Qg3 15 Kg3 Rg8 16 Kf2 Rg7 17 d6 Re7 18 de7 Bc6

19 Be4 Be8 20 f5! Kg7 21 Bd5 (Preventing the King from approaching e7) 21...Kh6 22 Kf3 Kg5 23 Ke4 with the plan of Bb7, Kd5 and Bc6. **12 d6! Rd7**

If 12...Bc8, 13 Ne7 Qh6 14 Kg1 Nf4 15 Nc8 Rc8 16 d7 wins.

13 Qc3!

At first glance, the idea behind this move is difficult to comprehend. It is a very fine move which threatens to win through a brilliant tactic: 14 Re8!! Qe8 15 Qf6 Kg8 16 Nh6#

If black now tries to defeat the threatened combination with 13...h6 (providing h7

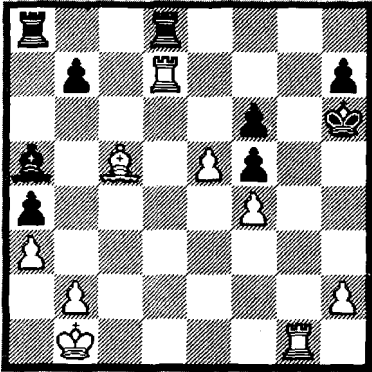
for his king) then 14 Re6 (with the idea Rf6) 14...Rf7 15 d7! and the passed pawn triumphs! Therefore black decides to relieve himself of the agony by sacrificing the exchange for the passed pawn. White conducts the remainder of the game with technical precision.

13...Rd6 14 Nd6 Qd6 15 Bg6 hg6 16 Re8 Kg7 17 Qg3 Bc6 18 Re3 Bd7 19 f5! Qg3 20 Kg3 Bf5 21 Re7 Kh6 22 Ra7 Bb1 23 Ra6 b5 24 a4 ba4 25 ba4 Kg5 26 Rb6 Be4 27 a5 f5 28 a6 c4 29 a7 c3 30 Rb3 f4 31 Kf2 c2 32 Rc3 1-0 as white threatens 33 Rc2! Bc2 34 a1=Q .

Chapter 36

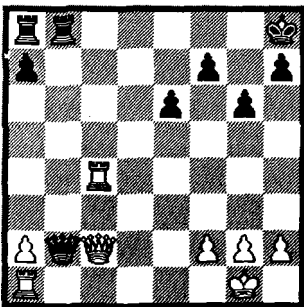
Deflection

Deflecting an enemy piece away from the defence of an important square or diagonal or rank to gain tactical advantage is called 'deflection'. This theme of deflection is similar to the theme of an overloaded piece and almost always involves a sacrifice.



1. Polugayevsky - Siladi
USSR 1960
White to play

In diagram No.1, white would like to play 1 Rd3 for 2 Rh3# but the black rook on d8 does not allow 1 Rd3. Therefore white first deflects the black rook by **1 Bf8! Rf8** (1...Kh5 2 Rh7#) and then plays **2 Rd3** on which black must resign as 3 Rh3# is inevitable.



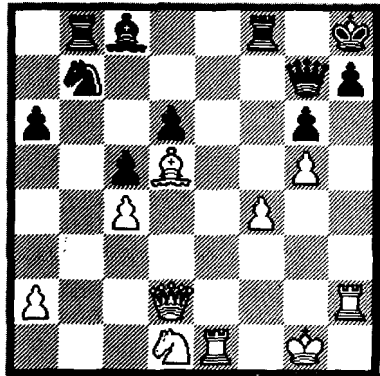
3 Dodza - Titkos
Hungary 1961
White to play

In No.3, if the black queen was not on the a1-g7 diagonal, white could give a devastating check on the long black diagonal. So white deflects the queen away from the diagonal by **1 Re7!! Qe7** (1...Qa1? 2 Rhh7#) **2 Qb2! Rf6** (2...Qg7 loses even faster: 3 Rh7! Kh7 4 Qh2 Qh6 5 Qh6#) **3 gf6 Qe1 4 Kg2 1-0** because black has no defence against the threatened 5 f7. For example, if 4...h5 5 f7 Kh7 6 f8=N Kh6 7 Qh8#

Sacrifice of a pawn or a piece is not always necessary for deflecting enemy force. A threat to capture could deflect. Deflection happens at all stages of the game and could be a simple tactic to gain more space in the centre or material superiority in a sector of

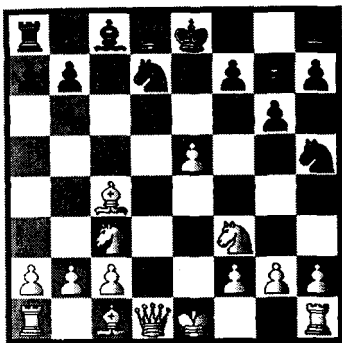
White to play

In No.2 white plays the deflecting move **1 Rc8!!** If black replies 1...Rc8 he allows his rook to be deflected from the support of the queen on the b-file and loses it. Therefore **1...Kg7** and now white wins a rook by **2 Qb2 Rb2 3 Ra8**. This is a rare instance of a rook pinning and enemy rook (the white rook on c8 has pinned the black rook on b8 against the Ra8!



the board where the enemy king is located. The following short game is a good illustration.

1 e4 g6 2 d4 Bg7 3 Nf3 d6 4 Nc3 Nd7 5 Bc4 Ngf6 6 e5! (This deflects the knight away from the centre.) 6...de5 7 de5 Nh5 (After the departure of this knight to the edge of the board, white has total control over three of the four central squares -d4, d5, e4, e5.) Unfortunately for black, his developed pieces are not on ideal squares influencing the centre, specially his knight on d7 and h5, whereas white has four pieces out on beautiful attacking squares (the Bc4, Nf3, Nc3 and Pe5) and more importantly, it is white's turn to move. In this position white can win a knight by 8 g4, but he wants more than the win of a sidelined knight for his central pawn. See diagram No.4.



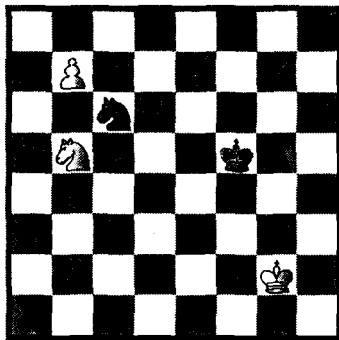
4. White to Play

8 Bf7! Kf7 9 Ng5!

If now 9...Ke8, 10 Ne6 and the queen is mated. Or if 9...Kf8, 10 Ne6 forks king and queen. And if 9...Kg8, then 10 Qd5 (this would not be possible but for the deflection of the knight from f6 to h5) 10...Kf8 11 Qf7#

A typical deflection tactic runs: 1 e4 e5 2 Nf3 d6 (Philidor's Defence) 3 d4 Nd7 4 Bc4 g6 5 de5 Ne5? 6 Ne5 de5 7 Bf7! and white wins a pawn as black must support his queen with 7...Ke7

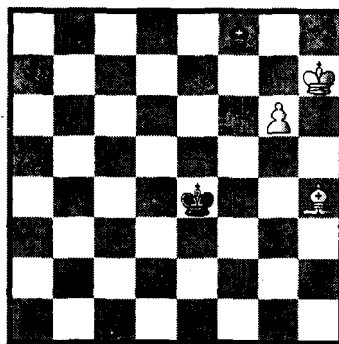
The theme of deflection occurs in several endgames. We see three examples:



See diagram 5

5. White to Play

White deflects the defending knight in No.5 by 1 Nd4! forcing 1...Nd4 2 b8=Q.



See Diagram 6

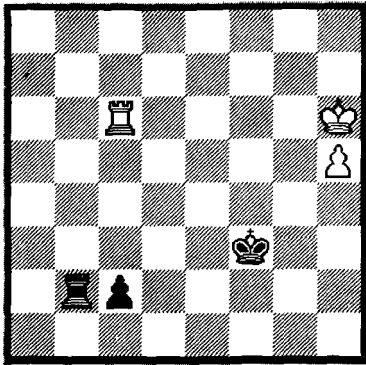
6. White to Play

In No.6, the black bishop is preventing g6-g7. So 1 Be7! Be7 2 g7 and 3 g8=Q wins.

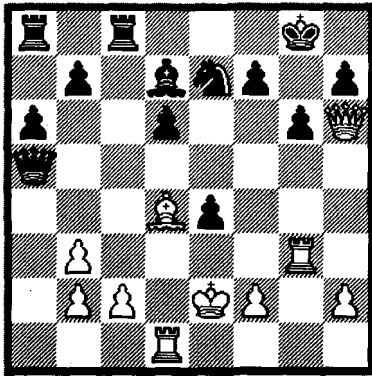
See diagram

7. Black to Play

In No.7 the white rook is hindering 1...c2-c1=Q. So, deflect it from the c-file! 1...Rb6!! 2 Rb6 c1=Q and wherever the king



goes, the queen checks again and picks up the rook on the next move. Check this out!



8. Panchenko - Kochiev

Riga 1973

Black to Play.

No.8 is a very interesting middle-game situation. White has sacrificed a knight for what looks like inevitable mate with Qg7. The defence 1...Nf5 loses to the brilliant stroke 2 Qh7!! Kh7 3 Rh3 Kg8 4 Rh8#. In the above black's best is to decline the queen offer by 2...Kf8. However, it is now black's move and he is looking for a sure way of winning. The plan that he will eventually follow to win is 1...Rc2 2 Kf1 Qb5 3 Kg1 Nf5 to be followed by ...Qe2. In the meanwhile he has to give priority to white's immediate mating threat. He sees that white's queen sacrifice (2 Qh7!!) is followed by

Rg3-h3 mating. He therefore plans to divert the rook away from h3 so that it cannot give its deadly follow-up check.

1...Bg4!!

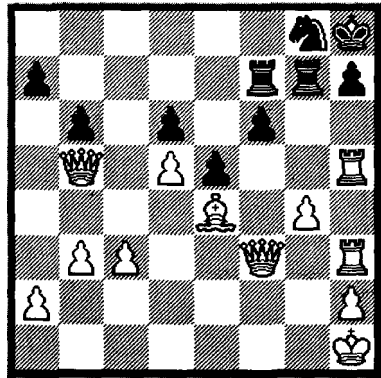
Black gives back his extra piece and ensures that his king is safe from mating threats before starting his own assault.

2 Rg4 Nf5 3 Qh3

We now see that the planned queen sacrifice on h7 has been thwarted. If 3 Qh7 Kh7 and now 4 Rh4 is answered by ...Nh4. The rook has been successfully deflected from h3.

3...Rc2 4 Kf1 Qb5 0-1.

If 5 Kg1 Qe5 and white must abandon his bishop which has been dominating black's castled position.



9. Kaufmann-Polyak Kiev 1952

White to play

In No.9, white has three pieces attacking h7 and black has the same, exact number of defences. To win the h7 pawn white needs a fourth attacker. The obvious move is 1 Qf5 and if black answers 1...h6 he is beautifully mated: 2 Rh6! Nh6 3 Rh6 Kg8 4 Qc8 Rf8! 5 Rh8! (deflecting the king from f8) 5...Kh8 6 Qf8 Rg8 7 Qh6#. But 1 Qf5 is answered by 1...Qd7, not only defending h7 a fourth time but also threatening to exchange queens. So, instead of 1 Qf5 white must do something clever. What catches our attention is that if one of the two black rooks is taken off the board, white not only wins the h7 pawn but also mates the cornered king. Thus white's winning plan is formed.

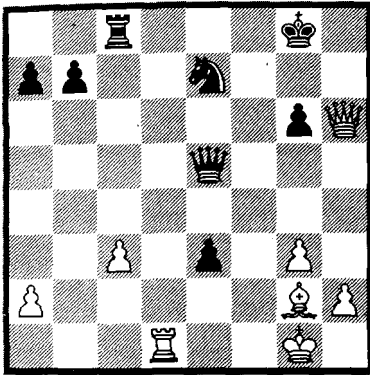
1 g5! f5

If 1...fg5 2 Qf7! Rf7 3 Rh7 Rh7 4 Rh7#

2 Bf5! Ne7

With 2...Ne7 black has made available the g8 square for his king and now threatens the bishop twice. The bishop appears doomed.

3 Bh7! Rf3 (if 3...Rh7 4 Qf7!) 4 Bd3! Kg8 5 Rh8 Kf7 6 Rf3 1-0. After 6...Nf5 7 Rf5! Ke7 (7...Kg6 8 Rh6#) 8 Bb5 white has a big material superiority and the threat of mate with 9 Re8.



See Diagram below
10. Blatny-Kavalek
Czechoslovakia 1959

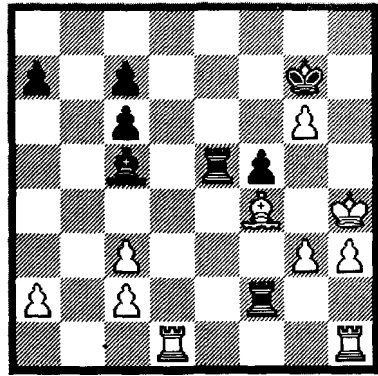
White to play

In No.10, black's king is exposed with hardly any pawn to give it a shelter. Also the Rc8 and Kg8 make white think of contriving a queen check on e6. However white must act quickly before the e3 pawn pushes forward and forces the rook to keep passive guard of e1.

The heart of black's position is the Ne7 which holds the vital but lonely g6 pawn. So, white thinks of deflecting the knight.

1 Bd5! Nd5

Black cannot sacrifice the queen, e.g., if 1...Qd5 2 Rd5 Nd5 3 Qg6 and now: a) 3...Kh8 4 Qh6 Kg8 5 Qe6 and Qc8; and b) 3...Kf8 4 Qf5 and white has choice of rook and knight! 2 Qg6 Kh8 (if 2...Kf8 3 Rf1 Ke7 4 Rf7 Kd8 5 Qg8 Qe8 6 Rf8+-) 3 Rd4 (The threat is 4 Rh4. If now 3...Qg7 4 Rh4 Kg8 5 Qe6 capturing Rc8 with check.) 3...Qd4 4 cd4 1-0 for if 4...Rc1 5 Kg2 e2 6 Qh6 (not 6 Qh5 Kg7 7 Qe2? Rc2! 8 Qc2 Ne3) 6...Kg8 7 Qc1.



Jackson-Marshall

London 1899

Black to play

The white king is in a mating net in No.11 but nothing seems to work for black after either 1...Be7 2 Bg5 or after 1...Rf4 2 gf4 as 2...Bf2 allows 3 Kg5 and 2...Be7 allows 3 Kg3. Frank Marshall, the jolly American who invented the Marshall Attack in the Ruy Lopez, set up a deadly mating threat with the calm...

1...Kg6! White cannot take the rook because of mate. To avert 2...Be7 white played 2 Bg5 Then came Marshall's brilliant deflection: 2...Rf4!! If now 3 Bf4 Be7 mates, or if 3 gf4, Bf2#

Chapter 37

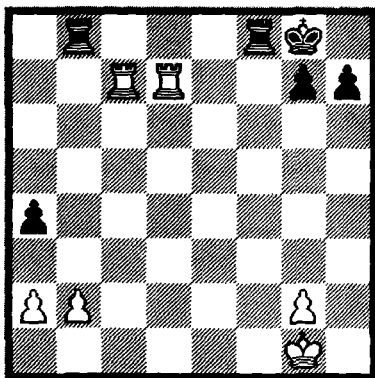
Using The Rook For Attack

Generally the rooks enter the game fairly late because players playing according to classical opening principles first develop their knights and bishops, then castle, then develop the queen and only later bring the rooks to the central squares e1, d1, c1, (e8, d8, c8)

A rook is approximately equal to 5 pawns whereas a bishop or knight is worth only 3 pawns. Therefore if white exchanges his rook for a bishop or knight it is said that he has given up the exchange and black has gained the exchange. The rooks, like the queen, are not to be developed early, because, if attacked by a knight or bishop, they have to retreat allowing the attacking pieces to occupy better squares and gain valuable 'free' moves. The rooks are best in attack and not so good in defence unlike the knights and bishops.

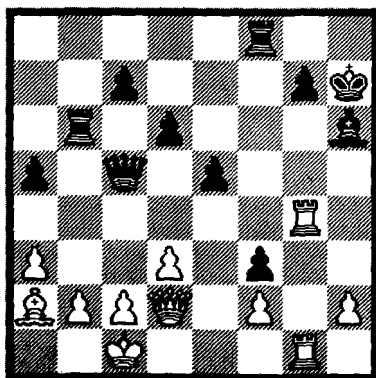
There are some interesting situations where the rooks come into play through the edge files, specially the a and h files. These happen when the players castle on opposite sides. One example from the Sicilian Defence is the Yugoslav Attack: 1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 g6 6 Bc3 Bg7 7 f3 0-0 8 Bc4 Nc6 9 Qd2 Bd7 10 h4 Rc8 11 Bb3 Ne5 12 0-0-0 Ne4 13 Bc4 Re4 14 h5 Nh5 15 g4 Nf6 16 Kb1 b5 etc. and white's Rh1 is already developed on the right square for attack. Those who wish to quickly learn the basics of attack, counter-attack and defence should try castling on opposite sides in all games. For example, if your opponent has played 0-0, then you must try 0-0-0 and then throw your pawns on his castled position. In all such cases of attack on opposite wings, the rooks play important roles. We shall see some examples of rooks helping in mating attacks.

When a rook controls the 7th rank it is a major factor in both attack and defence. And when two rooks are doubled along the 7th rank they are almost always a winning combination.



1. White to play

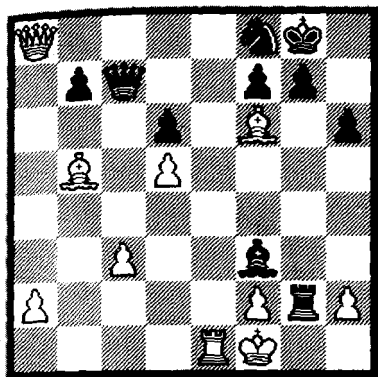
In No.1 white's win is simple: 1 Rg7 Kh8 2 Rh7 Kg8 3 Rcg7# This mating pattern can occur in practice and is worth remembering. Now let us see a dramatic illustration of this same idea, but with the mate being vertically, not horizontally.



2. Richter-Another
White to play

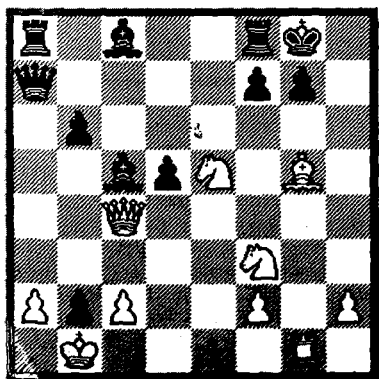
White won dramatically in No.2 with 1 Qh6!! gh6 (1...Kh6 2 Rh4#) 2 Rg7 Kh8 3

Bg8 (with the ides 4 Rh7#) 3...Rg8 4 Rg8
Kh7 5 R1g7#



3. Bungan-Crowl
Sydney 1933
Black to play

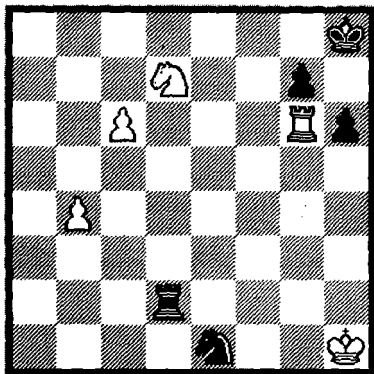
A typical mating combination with rook and bishop is illustrated in No.3. Black's idea here is to put his rook on h1. But if he hurries with 1...Rh2?? (for 2...Rh1) he is in for an unpleasant shock: 2 Qf8! Kf8 3 Re8# Therefore black first took care of white's threat before setting out to mate the white king: 1...Qc4!! 2 Bc4 Rh2 and now, with his bishop on c4, white has no counter-attack and loses to the threatened 3...Rh1.



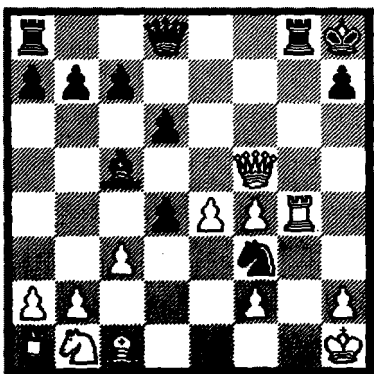
4. Trapl - Perez
European Cup 1961
White to play

The rook + bishop mate can come about from different kinds of middle-game situation. No.4 illustrates this in a beautiful way. White ignored the attack on his queen and played 1 Bf6!! There followed 1...de4 2 Rg7 Kh8 3 Rg5 Kh7 4 Rh5 Kg8 5 Rh8#

We have seen how a rook and bishop could make a deadly combination. There is also a typical rook and knight combination though it is not very common as the rook and bishop pattern seen above. See No.5.



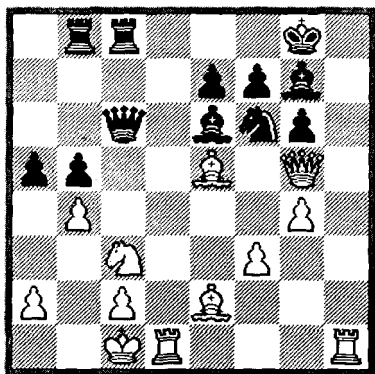
5. Black to play
Black plays 1...Nf3 and strange as it may seem, white has no defence against 2...Rh2. If now 2 Rg2, then 2...Rd1 3 Rg1 Rg1#



6. Reiner-Steinitz
Black to play

In No.6, the rook + knight combination is not easy to find. Black won by 1...Qh4!! 2 Rg2 (if 2 Rh4 Rg1#) 2...Qh2!! 3 Rh2 Rg1#

When players castle on opposite wings the rooks that seize the h and a-files first, could easily control the game as in No.7.



7.Kozma-Alster
Czechoslovakia 1953

White to play

White did not try to defend his weakened queen-side in No.7, but boldly carried the attack to black's castled position. The game went: 1 Rh2! ab4 2 Rdh1 bc3 3 Qh6 (the threat is 3Qh8 bh8 4 Rh8 Kg7 5 R1h7#) 3...Bh6 4 Rh6 (Again white threatens the same mate. If now 4...Kf8 5 Rh8 Ng8 6 Rg8! Kg8 7 Rh8#. Therefore black tries to get his king an escape square at g6.) 4...g5 5 Rh8 Kg7 6 R1h7 Kg6 7 Bd3 1-0 because if 7...Ne4 8 Rg7#.

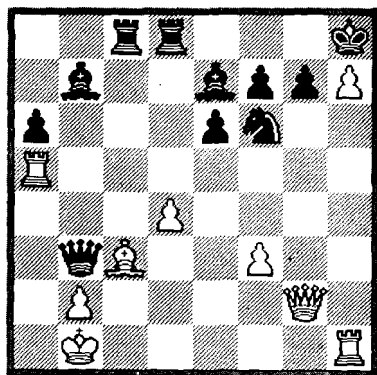
One of the very first thing that a player learns is to mate with two rooks where one rook cuts off king's escape along a rank or file while the other rook gives mate. Let us see whether we can use this in No.8.

See diagram

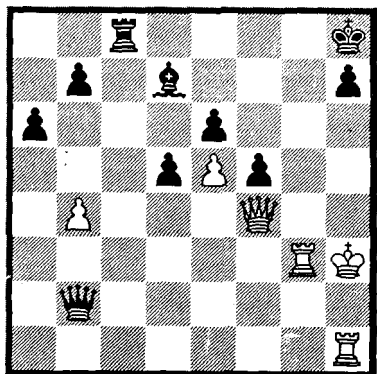
8.Ekstrom-Another
Stockholm 1929

White to play

White penetrated the black shelter in No.8 with the queen sacrifice 1 Qg7!! Kg7 2 h8=Q!! (2 Rg5 would allow the black king to once again hide behind the h7 pawn by 2...Kh8) 2...Rh8 3 Rg5 Kf8 4 Rh8 Ng8 5



Rgg8# The double rook mate is also illustrated in No.9



9.Pillsbury-Maroczy
Paris 1900

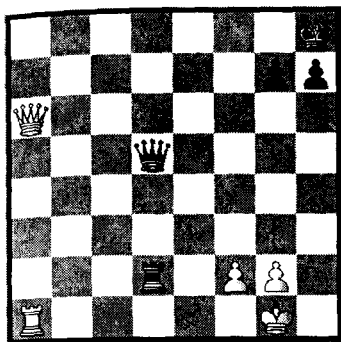
White to play

White seems to have got his king obstructing his rook on h1 from getting at the enemy king. But he found a clever way out: 1 Qh6 threatening mate on both g7 and f6 and forcing 1...Qe5. After this the king is free to move out of the h-file. So, 2 Qh7!! Kh7 3 Kg2#

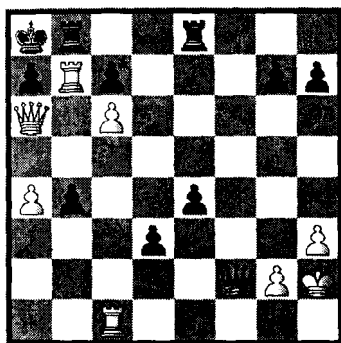
See diagram

10. White to play

Diagram 10 shows an unusual winning manoeuvre involving the rook. White to play wins by 1 Qc8 (1 Qa8 Qg8 leads to



nothing) 1...Qg8 (1...Qd8 is also answered the same way) 2 Ra8! Qc8 3 Rc8 mates. Now let us see a practical example.

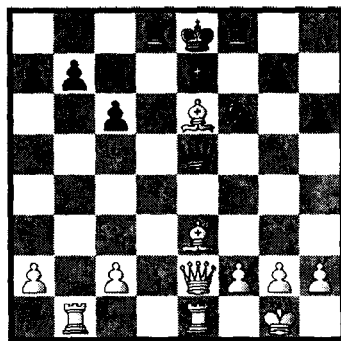


11. Capablanca-Raubitshek

White to play

In No.11 the black queen defends a7 from mate. Therefore, white tries deflection with 1 Rf1! Qd4 2 Rf5 e3 (Black plans to answer 3 Ra5 with 3...Qf4 getting a draw by perpetual checks.) 3 Ra7!! Qa7 4 Ra5!! and white mates.

Sometimes the rooks can spin amazing mating nets in unlikely places. No.12 is a brilliant example of a mate in the middle of the board. The black king looks so secure with all his pieces around, but...

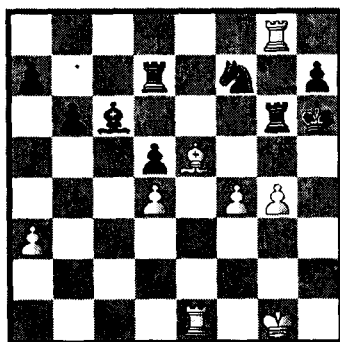


12. Bogolyubov-Another

White to play

White won by 1 Rb7! Qe6 2 Bc5! Qe2 3 Re7!! Qe7 4 Re7#

And there are instances where a single rook traps the enemy king with the help of a few pawns.

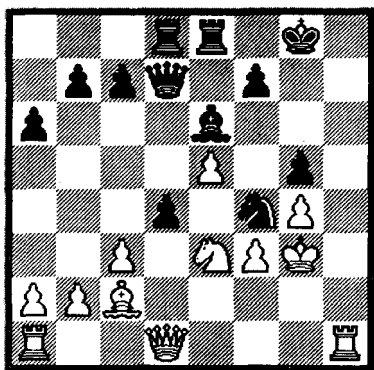


13. McKay-Condle

London 1984
White to play.

White won brilliantly by 1 Kf2! Rg8 2 Rh1 Kg6 3 f5 Kg5 4 Kg3! and black has no defence against Rh5#!

We close with a beautiful attack where one rook sacrifices itself to fuel the attack and the second rook finishes with mate (No.14)



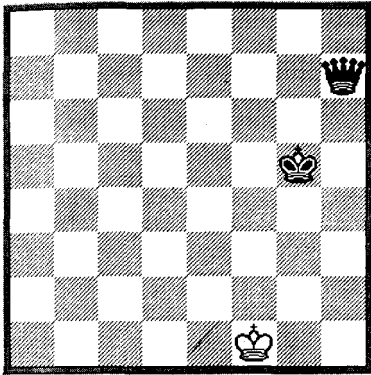
14. Kuzmin-Choudhary
 New Delhi 1984
 White to play

White's decisive attack went: **1 Rh8 Kh8 2 Qh1** (bringing the queen into the attack without losing any move to black) **2...Kg8 3 Qh7 Kf8 4 Qh8 Ke7 5 Qf6 Kf8 6 Rh1** and there is no defence against Rh8# only move.

Chapter 38

Pawnless Endgames

Most of the endgames without pawns require that the superior side restrict the defending king to less and less space. Checks are not given unless they are part of a plan to restrict the king further and administer check mate.



1. Black to play

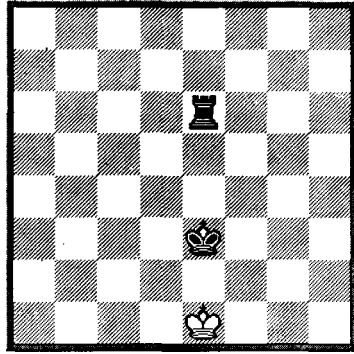
In No. 1 the best move is **1...Qc2** restricting the white king to just 4 squares on the first rank. Then the black king moves up to enable the queen to mate: **2 Ke1 Kf4 3 Kf1 Kf3 4 Kg1 Qg2#** If the position in No.1 is given to two beginners the following might happen: **1...Qd3?! 2 Kg2 Qe2 3 Kh3 Qf3 4 Kh2 Kg2 5 Kg1 Kg3** stalemate! Do not let this happen to you!

Mating a lone king with a rook can be made easy if one understands the idea behind the problem in No.2.

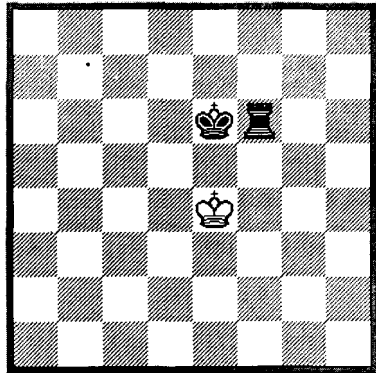
See diagram

2. Black mates in 3

The solution is any move with the rook. For example **1...Ra6 2 Kd1 Rc6! 3 Ke1 (forced) Rc1#, or 1...Ra6 2 Kf1 Rg6 3 Ke1 Rg1#.**



Now let us see how we can use this idea in mating a king which is in the centre of the board.

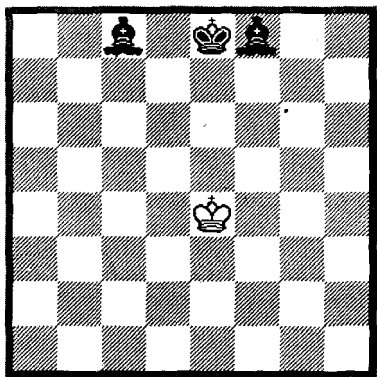


3. Black to play

Applying the mating idea from No.2 we start with **1...Kd6! 2 Kd3** (if **2 Kd4 Rf4** pushes the king one rank further towards the edge) **2...Kd5 3 Ke3 Rf7** (or **Rf8, Rf5**) **4 Kd3 Rf3 5 Kc2 Kd4 6 Kb2 Kc4 7 Ka2 Rf2! 8 Ka3 Rd2! 9 Ka4 Ra2#.**

Mating with 2 Bishops

Mating with 2 bishops against a long king is quite easy. The basic plan is to push the king to a corner and then give check mate. For this, the 2 bishops must act in unison along adjacent diagonals and move by move restrict the squares available to the lone king. When the king is pushed to the edge of the board one has to look out for stalemate possibilities.



4. Black to play

Let us see how mate could be effected from the position in No.4. Black plays **1...Bd6**. By this move the white king is denied access across the diagonals b8-h2 and c8-h3. The game may continue: **2 Kd5 Bg3 3 Ke4 Bg4 4 Kd5 Kd7!** The king must help the bishops in cornering the enemy king. **5 Ke4 Kc6! 6 Kd4 Bf3 7 Ke3 Bg2 8 Kd4 Kb5** (8...Bf2 would allow 9 Ke5 and black makes no progress) **9 Ke3** (9 Kd3 Bf2 and the restricting process continues) **9...Kc4 10 Ke2 Kd4 11 Kd2 Bf3! 12 Kc2 Be1 13 Kb2** (if 13 Kc1, Kc3 or if 13 Kb3, Bd1) **13...Bd1 14 Kc1 Ba4** (now the white king has access to only 6 squares - a1, a2, a3, b1, b2, c1) **15 Kb2 Kc4 16 Ka3 Kb5 17 Kb2 Kb4 18 Kc1 Kc3 19 Kb1 Bd2 20 Ka2 Bc1 21 Kb1 Kd2 22 Ka2 Kc2**. This is the best place for the attacking king to help give check mate. Note that this king must be at a knight's move from the vital corner to give mate easily, **23 Ka1 Bc6!** (Further restriction with 23...Bb3?? would result in stalemate) **24 Ka2 Bd5 25 Ka1 Bb2#**.

The above is only a sample. There are many many variations and all of them are easy. But always look out for stalemate. For example take the following position:

White: Ka3. Black: Kb6; Bs-d5, e5.

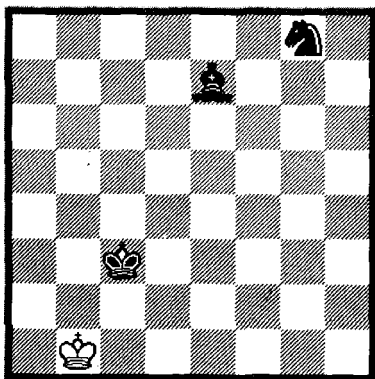
If black plays the restricting **1...Ka5** or **1 Kb5**, it is stalemate.

This mate must be practised with a friend or tried by yourself at home.

Mate with Knight and Bishop

One can win with a knight and bishop against a long king. But it is comparatively difficult and requires quite a bit of home practice. The winning process is in three stages.

We start with the last stage which arises when the king is trapped in the corner where the corner square is of the same colour as the bishop.



5. Black to play

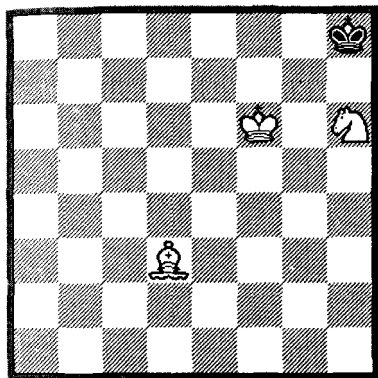
In No.5 black has very few problems if he confines the white king to the a1 corner because black's bishop is a black square bishop and the a1 square is black. The winning process is **1...Ba3!** (this denies access to the c1 square) **2 Ka2 Kb4! 3 Kb1 Kb3**.

This is the ideal set up for the attacking king. Note that the king of the superior side can help in check mate only if he is situated at a knight's move from the crucial corner and the defending king is restricted to 2 squares only. Now the white king has access only to a1 and b1. The knight intends to

come up and check the king when it is at b1, forcing it to a1 and then mating with Bb2.

4 Ka1 Nf6 5 Kb1 Ne4 6 Ka1 Suddenly we find that our planned 6...Nd2 leads to stalemate. So we reverse the order of the moves: **6...Bb2 7 Kb1 Nd2#**

Now that we know how to check mate when the king is trapped in the corner of the right colour, let us see how one can drive it to the right corner from the wrong corner. This requires very interesting technique. We call this Stage 2.



6 White to play

In No.6 note that the black king is in the wrong corner: the white bishop in a white square whereas h8 is a black square. If white plays **1 Kf7** or moves the bishop along the b1-g6 diagonal, it would be a stalemate draw. White's winning process is very interesting.

1 Nf7 Kg8 2 Be4

As the knight covers h8, the bishop makes a waiting move to force black's king to f8.

2...Kf8 3 Bh7! Ke8 4 Ne5

This is the start of the knight's characteristic manoeuvre in this ending. The knight moves in a pattern along Nf7-e5-d7-b7.

Whenever it lands on the 7th rank (on f7, d7, b7) it covers a vital black square (h8, f8, d8) which cannot be covered by the bishop which runs along white squares.

4...Kd8

If **4...Kf8 5 Nd7 Ke8 6 Ke6 Kd8 7 Kd6 Ke8 8 Bb6 Kd8 9 Ne5 Kc8 10 Bh5** (a waiting move so that if **10...Kb8 11 Bg4 Ka7 12 Kc7** and white has reached the ideal stage 3 position) **10...Kd8 11 Nb7 Kc8 12 Kc6 Kb8 13 Bg4 Ka7 14 Ne5 Kb8 15 Kb6 Ka8 16 Bh3** (A waiting move, if immediately **16 Na6?** it is stalemate) **16...Kb8 17 Na6 Ka8 18 Bg2#**.

5 Ke6 Kc7

If **5...Ke8 6 Nd7!** (controlling f8) **6...Kd8 7 Kd6 Ke8 8 Bg6** and play goes on as in commentary to black's 4th move. After the move played (**5...Kc7**) the king seems to have escaped white's net. But...

6 Nd7! Kc6

If **6...Kd8 7 Kd6** etc., as already seen.

7 Bd3!

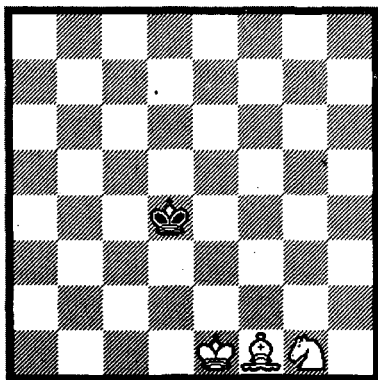
This is a beautiful move that bottles up the black king for good. The knight and bishop economically control the squares around the black king and force it back.

7...Kc7 8 Be4 Kd8 9 Kd6 Ke8 10 Bg6 Kd8 11 Ne5 Ke8 12 Bh5

Again a waiting move. If **12 Kc6 Kd8** and black threatens **13...Ke7**.

12...Kd8 (if **12...Kb8 13 Bg4**) **13 Nb7 Kc8 14 Kc6 Kb8 15 Kb6 Kc8 16 Bg4 Kb8 17 Nc5 Ka8 18 Bf5 Kb8 19 Na6 Ka8 20 Be4#**

Finally, let us deal with Stage 1 of the winning process: pushing the lone king from the centre to a corner.



7. White to play

In No.7 there could be many different ways of pushing the black king to a corner. We give one sample:

1 Kd2 Ke4 2 Bg2 Kd4 3 Ne2 Kc4 4 Be4 Kc5 5 Kc3 Kd6 6 Kd4 Ke6 7 Nf4 Kf6 (if 7...Kd6 8 Bd5! and the black king is pushed further back.) **8 Kd5 Kg5 9 Ke5 Kg4 10 Ne2 Kg5 11 Bf5 Kh4 12 Kf4 Kh5 13 Nd4 Kh6 14 Kg4 Kg7 15 Kg5 Kf7 16 Nc6 Kg7 17 Bg6!** (this manoeuvre is very useful in this ending) **17... Kf8 18 Kf6 Kg8 19 Ne5 Kf8 20 Bf5** (a waiting move) **20...Ke8** (If

20...Kg8 21 Nf7 Kf8 22 Bh7 Ke8 23 Ne5 we have walked into a variation already analysed under Diagram 6) **21 Bh7 Kd8 22 Ke6 Kc7 23 Nd7** and we are back into the analysis under diagram 6.

Mastering this ending as well as mating with two bishops requires frequent practice at home. If you have a friend to practice with, you may set a particular position and then play it once as white and once as black. Whoever takes fewer moves to mate is more efficient.

Chapter 39

Pawn Endgames

Mastery of pawn endgames is very essential for mastery of chess. Many normal endgames with pieces and pawns could end up as pawn endgames after the last few pieces are exchanged off. Quite often one is confronted with the choice of exchanging pieces in the endgame. A decision to exchange or not cannot be taken unless one can precisely evaluate the ensuing pawn endgame. The reader is also referred to pawn endings published in this section in various other chapters of this book..

In most of the pawn endgames given in our Beginners Section in earlier chapters, the theme of gaining or losing the 'opposition' was discussed. As the 'opposition' is very important in pawn endings, let us dig a little deeper into all its ramifications for a thorough understanding. Even if you have an ending with pieces on the board, good knowledge of the 'opposition' would help you to decide on exchanging pieces and reaching a pure pawn ending, or avoiding such an exchange.

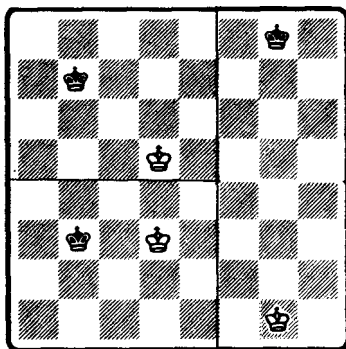
We have been acquainted with only one type of 'opposition' as illustrated in Chapter 5 (White-Kg6 Pf6; Black-Kg8). The characteristics of that were: 1) both kings were on the same file and separated by just one square, 2) whoever was to move was at a disadvantage and lost the opposition. For example, if black was to move, he would lose after 1...Kf8 2 f7 Ke7 3 Kg7. And white to move cannot win: 1 f7 Kf8 2 Kf6 stalemate.

There are other types of 'opposition' where the kings oppose each other diagonally as well as horizontally, and also when more than one square separates the kings. Diagram No.1 illustrates these 3 kinds of 'opposition'.

See diagram

1..Three kings of opposition.

No.1-A is diagonal opposition along the a8-d5 diagonal. No.1-B is opposition along a rank No.1-C is 'distant opposition' where

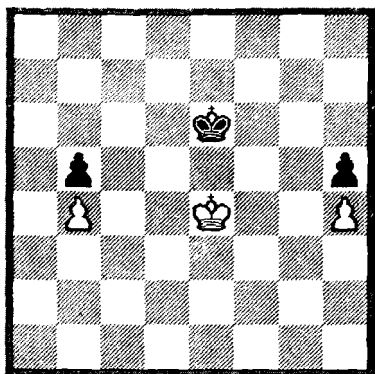


the kings are on the same file but separated by 6 squares. In 1-A and 1-B the players whose turn it is to move must give way and move aside allowing the enemy king to get closer to the desired objective. The number of squares separating the kings in both cases is one, which is an odd number. This odd number is significant in all cases of 'opposition'. Additionally it should be noted that both kings are on squares of the same colour. In 1-C if white is to move, he plays Kg2 and now there are 5 squares separating the kings and both kings are on white squares. As 5 is an odd number and both kings are on white squares, black has lost the 'opposition' as it is his turn to move.

See diagram

2. White/Black to move

In No.2 with white to play, the continuation can be 1 Kd4 when black can easily draw with 1...Kd6 2 Ke4 Ke6 3 Kf4 Kf6. Black could also try 1...Kf5 and go for white's h-pawn and queen his own h-pawn.. When black is thus engaged white will capture black's b-pawn and promote his own b-pawn to queen. To determine who would queen first and whether that queen could prevent the enemy pawn from queening, one

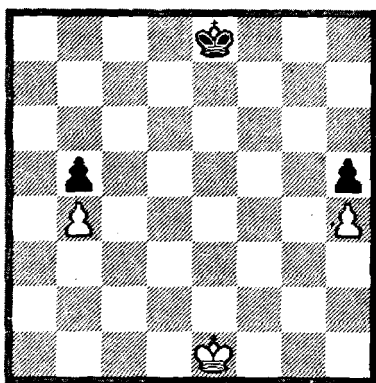


must count the number of moves required for each operation separately. Let us now work out this counting process. The white king is on d4 and the black king is at f5. White is to move. It would take 7 moves for white to capture b5, step aside and push his b-pawn to b8. And for the black king to do the same thing on the king-side it would also take exactly 7 moves. So white would queen first and black would immediately do the same and the game would be a draw. It is worth storing in your memory that during such procedures of capturing a pawn, stepping aside with the king and then pushing the pawn to queen, care should be taken to step aside with the king to a square which is out of reach of enemy attack. For example, after capturing the b5 pawn the white king should not go to c6 because when black eventually queens on h1, it would be giving check. Likewise, after ...Kh4, black should play any move other than ...Kg3 where it would be exposed to a check when white queens on b8.

In this particular example the eventual checks when the pawns queen are not harmful, but in several other endings it could be the difference between victory and defeat.

So we find that in No.2 with white to play, he draws even though he does not have the 'opposition'. The reason is that the white king is on a more advantageous square than the black king. The white king is on the central e4 square. Black's equivalent central squares is e5. But his king is on e6. Therefore in No.2 with black to play, black is suf-

fering from two disadvantages: 1) he has lost the 'opposition', and 2) compared to the white king the black king is backward and placed outside the centre. This position from No.2 with black to play arises after white's third move in No.3, and is discussed there in detail.



3. White to play.

White to play wins in No.3. If it was black to play, black would win. White to play should move straight up: **1 Ke2** Now there are 5 squares (an odd number) separating the two kings on the same file. Also, both kings are on white squares. So whoever is to move (here, black) has lost the 'opposition'.

The game can continue **1...Ke7 2 Ke3 Ke6 3 Ke4** Now we have reached the same position in No.2 with black to play. White has the opposition and black must give way, moving aside.

3...Kf6

Now white can go for the b-pawn and queen his b-pawn. That would take 8 moves. In the meanwhile black could capture h4 and push his own h-pawn to h1 and queen-and that would also take 8 moves, resulting in a draw. Therefore white must try to look for something better. And he does have something better.

4 Kf4! Kg6

Black has lost the opposition and must give way. After **4...Ke6 5 Kg5**, simple counting shows that black queens on b1 on

the 8th move whereas white queens on h8 on the 6th move. Clearly, 4...Ke6 would lose for black.

5 Ke5 Kg7

Now white has two ways to win:

Method 1: Go for the b5 pawn and queen on b8 on the 8th move when black's king is on g4 and the pawn still on h5. Let us see the actual moves: **6 Kd5 Kg6 7 Kc5 Kf5 8 Kb5 Kg4 9 Kc4 Kh4 10 b5 Kg4 11 b6 h4 12 b7 h3 13 b8=Q.**

Method 2: Capture the h5 pawn first and then go for the b5 pawn: **6 Kf5 Kh6 7 Kf6** (horizontal opposition) **7...Kh7 8 Kg5 Kg7 9 Kh5 Kh7 10 Kg5 Kg7 11 Kf5 Kh6 12 Kc5 Kh5 13 Kd5 Kh4 14 Kc5 Kg5 15 Kb5 Kf6 16 Kc6 Ke7 17 Kc7** and the b-pawn marches unhindered to b8.

We have seen that after Ke2 Ke7 white wins. So black can try a little trick. Get back to Diagram No.3. After 1 Ke2 black tries 1...Kd8 which is a waiting move.

If now 2 Ke3 Ke7 3 Ke4 Ke6 and it is black who has the opposition. (Incidentally we have reached No.2 with white to play.) Therefore white must adopt a different plan. He must advance, but in the direction opposite to that of the black king, leaving a file (here the e-file) or a rank (in some other circumstances) between the two kings.

2 Kf3!! Ke7

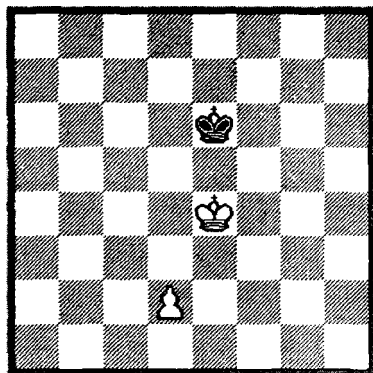
If now 3 Kf4, Kf6 or, if 3 Ke4, Ke6 and black gains the 'opposition'. So, white must now play a waiting move.

3 Ke3!!

Now white wins in all variations. If 3...Ke6 4 Ke4, or if 3...Kf6, 4 Kd4. If black plays the waiting move 3...Kd7, white follows the same principle of moving up but in the opposite direction of the black king, maintaining the distance of a file between the two kings by 4 Kf4 Kd6. It is clear now from simple counting that moving first, white queens first on the 11th move whereas black queens only on the 12th move. One should also note that at the point when white queens on b3 but on the verge of moving to b2.

Importance of the advanced king

In endings where there are only pawns, it is important to advance the king as far as possible without endangering the safety of the pawns. The king paves the way for the pawns progress towards queenhood.



4. White to play

In No.4 the immediate 1 d4 would only draw after 1...Kd6 2 d5 Kd7 3 Ke5 Ke7 4 d6 Kd7 5 Kd5 Kd8 6 Ke6 (or 6 Kc6, Kc8 with the same outcome) 6...Ke8 7 d7 Kd8 Kd6 stalemate.

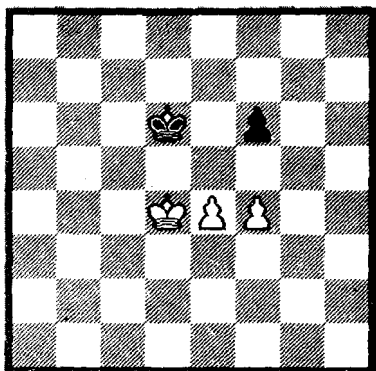
The correct method is to advance the king as far as possible and push the enemy king away from the path of the pawn and only then advance the pawn. Thus, **1 Kd4 Kd6 2 d3 Ke6** (if 2...Kc6 3 Ke5) **3 Ke5 Kd7** (if 3...Ke5 4 d4 Ke6 5 Kc6! etc.) **4 Kd5! Kc7 5 Ke6 Kc6**

If 5...Kd8, 6 Kd6 and white wins effortlessly as the king is on the 6th rank in front of his passed pawn. (Please refer to our Beginners article in our February 1990 issue.)

6 d4 Kc7 7 d5 Kd8 8 Kd6!

If 8 d6? Ke8 and black draws as he has the opposition. Now, after 8 Kd6! white wins without any need for counting as his king is on the 6th rank and in front of his pawn.

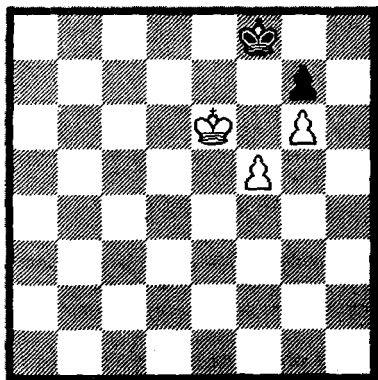
8...Ke8 (if 8...Kc8 9 Ke7) **9 Kc7 Ke7 10 d6** and queens. Now let us get acquainted with endgames where two pawns are against one.



5. White to play

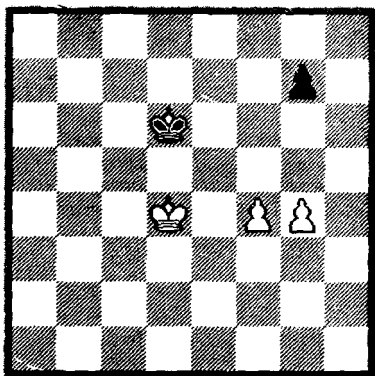
If white exchanges pawns in No.5 with 1 e5? fe5 2 fe5 Ke6 3 Ke4 Ke7 he would only get a draw. White wins by 1 f5! If then 1...Ke7 2 Ke5 (diagonal opposition) 2...Kd7 3 Kd5 (vertical opposition) 3...Ke7 4 Ke6 Kf7 5 Kd7 (horizontal opposition) 5...Kf8 6 Ke6 Kg7 7 Ke7 Kg8 8 Kf6 wins.

The most interesting variation arises after 1 f5 Kc6 2 e5 fe5 3 Ke5 Kd7 4 Kf6! (The easiest way to win is to move the king ahead of the pawn.) 4...Ke8 5 Kg7 and then push the pawn to queen. On the 4th move the pawn push also wins though white must take care to gain the opposition: 4 f6 Kd8! 5 Kd6! (If 5 Ke6 Ke8 and black draws as he has the opposition) 5...Ke8 6 Ke6 and white wins as he has the opposition.



6. White to play

No.6 is somewhat similar to No.5 but white's pawns have advanced far. If 1 f6 g6 2 Kf6 black has the opposition and draws. White's task is however made easy here because the black king has very little space. White wins by 1 Kd7 Kg8 2 Ke7 Kh8 3 f6 (3 Kf7 is stalemate) 3...g6 4 Kf7 and white queens quickly.



7. White to play

White has a wide choice of moves in No.7 Let us first rule out the moves that do not win.

1. 1 g5 g6 2 Ke4 Ke6 and black will move his king in such a way that whenever white plays Ke4 he will be able to answer Ke6 and keep the opposition, e.g., 3 Kd3 Kd7 4 Ke3 Ke7 5 Ke4 Ke6 etc.

2. If 1 f5 the best way to draw is 1...g6! 2 Ke4 (2 fg6 Ke6 draws easily. Also after 2 f6 g5! 3 f7 Ke7 4 Ke5 Kf7 5 Kf5 Kg8! 6 Kg5 Kg7! black has the opposition.) 2...Ke7! (if 2...gf5 3 Kf5 and white wins by Kf5-g6-h7 and then P-g5-g6-g7-g8=Q) 3 Ke5 gf5 and black draws easily.

White's winning process is jockeying for a better king position:

1 Ke4 Ke6

If 1...g6 2 Kd4 Ke6 3 Ke5 Kf6 4 Kd6 Kf7 5 g5 Kg7 6 Ke6 and white wins the g6 pawn easily.

2 f5 Kf6 3 Kf4 g6

If this pawn remains at g7 we would soon reach No.6

4 g5 Ke7

This tempts white to capture a pawn with 5 fg6 Kf8 6 Ke5 Kg7 7 Kf5 Kg8 8 Kf6 Kf8 which is a draw despite the extra doubled pawn.

5 f6 Kf8 6 Ke5 Kf7 7 Kd6 Kf8 8 Ke6 Ke8 9 f7 Kf8 10 Kd6!

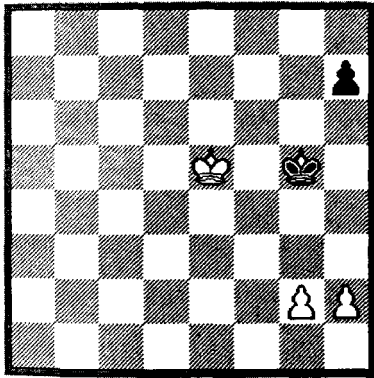
10 Kf6 is stalemate! White has to sacrifice his f-pawn, then capture g6 and win with his g-pawn.

10...Kf7 11 Kd7 Kg7 12 Ke7 Kg8 13 Kf6 Kh7 14 Kf7 Kh8 15 Kg6 Kg8 16 Kh6

16 Kf6? can come up against the ingenious defence 16...Kh7! 17g6? (after this the game is a draw. This was white's last chance to get back onto the right track by 17 Kf7 Kh8 18 Kg6 Kg8 19 Kh6!) 17...Kh8! 18 Kf8 (both 18 g7 Kg8 and 18 Kg5 Kg7 draw) stalemate!

16...Kh8 17 g6 Kg8 18 g7 Kf7 19 Kh7 queens the pawn.

We close with a classical endgame.



8. White to play

White's main task in No.8 is to manoeuvre his king to h6 while pushing back the enemy king to g8/h8. Black's best defence is to keep his pawn unmoved at h7.

1 Ke6 Kg6

If 1...Kf4 2 Kf6 Ke3 3 Kg7 h5 (if 3...Kf2 4 Kh7 Kg2 5 h4 wins.) 4 Kg6 Kf2 (if 4...h4 5 Kg5 Kf2 6 Kh4 Kg2 7 h3 Kf3 8 Kg5 etc.) 5 Kh5 Kg2 6 h4 wins.

2 h3!

(White uses his move with this pawn to get a big advantage over the black king.)

2...Kg7

If 2...Kg5, 3 Kf7 is similar to the analysis given above for black's first move. After 2...h6, 3 g3 black is once again in a fix: If 3...Kg5, 4 Kf7 or, if 3...Kg7 4 Kf5 Kf7 5 h4 Kg7 6 h5 Kf7 7 g4 Kg7 8 Ke6 etc. If 3...h5 4 h4 and white wins h5 after slowly pushing the king away. Finally, if 3...Kh5 4 Kf7 (4 Kf6? is stalemate) and wins.

3 Kf5 Kf7 4 Kg5 Kg7 5 h4

Once again this forces the black king to give ground.

5...Kf7

(If 5...h6 6 Kf5 Kf7 7 h5 and the king manoeuvres to capture the h6 pawn.)

6 Kh6 Kg8 7 h5 Kh8

This is the winning position which white had aimed to get. Now he must start rolling his g-pawn. It is clear that in order to win, the g-pawn must reach g7 when the black king is at g8. If it reaches g7 when the king is at h8, it would be a draw. Thus white must move his g-pawn to a black square (g7) when the enemy king is on a white square (g8). Or, the pawn must move to a white square when the king is on a black square. So, as the black king is now on a black square, white must move his g-pawn to a white square (g4) and not to a black square (g3) which will stalemate. It must also be noted that the pawn exchange on g6 will have no effect on the outcome as both white and black spend a move each over the exchange at g6.

8 g4! Kg8 9 g5 Kh8 10 g6 hg6 11 hg6 Kg8 12 g7 Kf7 13 Kh7 and white wins.

Chapter 40

Queen Versus Rook

When a player is forced to reach a rook against queen ending he will invariably resign because it is commonly assumed that the rook will easily lose against a queen. Indeed, the lone queen will win against the lone rook but it is not very easy and there is a natural stalemate trap into which many will walk in.

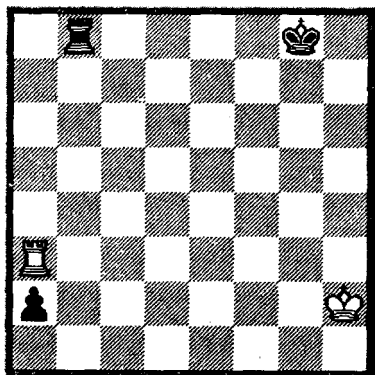


Diagram 1

1 Black to play

In our first example black wins by the deflection technique which our readers have become familiar with thanks to No.7 in this section in Chapter No.36.

1...Rb2! 2 Kg3 If 2 Kg1 Rb1 3 Kf2 a1=Q wins. 2...Rb3!! 3 Rb3 a1=Q

Now let us pick up the continuation from here to understand the difficulties of the queen in overcoming the rook.

4 Rf3

White does well to keep his rook close to his king because if it strays far off the queen can pick it up with a check.

For example, if 4 Rb5 (4 Rb6? Qg1 5 Kf3 Qb6) 4...Qg1 5 Kh4 (the only move, for if 5 Kf3 or 5 Kf4 or 5 Kh3, Qf1 and 6...Qb5) 5...Qh2 6 Kg5 Qg2 7 Kh4 (The only move. With his rook on a white square, the king must go only to black squares to prevent the

queen capturing the rook with a convenient check. For example, if 7 Kh5, Qe2, or if 7 Kf5 (or Kf4), Qf1, or if 7 Kh6 (or Kf6), Qc6. Now black brings his king into the attack with 7...Kf7.

A possible variation could be 8 Rg5 Qf2 9 Kg4 Kf6 10 Ra5 Qe2 11 Kh3 only move 11...Qd3 12 Kg4 (If 12 Kh4, black continues as for 12 Kg4. If K to any square on the second rank, black wins by 12...Qd2) 12...Qc4! 13 Kh5 (If King to 3rd rank, black wins by 13...Qc3) 13...Qe2! 14 Kh6 (if 14 Kh4 Qe1) 14...Qd2 and wins the rook.

4...Kg7 5 Kg2 Kg6 6 Rg3 Kf5 7 Rf3 Ke4 8 Rf2 Qd1 9 Rf8 Qe2 10 Kh3 Qh5 11 Kg2 Ke3

If 11...Qg5 12 Kf1! (the only move, check for yourself) 12...Qb5 13 Kg2! and black makes no progress.

12 Rf2

If 12 Rf1 Qh4 (restricting white further) 13 Rf3 Ke2 14 Rg3 Qe4 15 Kh3 Kf2 and wherever the rook goes the queen picks it up, e.g., 16 Rg7 Qh1 17 Kg4 Qg2. This is one reason why the rook's best defence is for his king to stay in a corner.

Also if 12 Rf8 Qg6 13 Kf1 (king to any square on the h-file loses to ...Qh6) 13...Qh6! wins with threats of mate on h1 and capture of rook, e.g., 14 Re8 Kf3!

12...Qg4 13 Kf1 Qh3 14 Kg1 (If 14 Ke1 Qg3) 14...Qg3 15 Rg2 Qe1 16 Kh2 Kf3

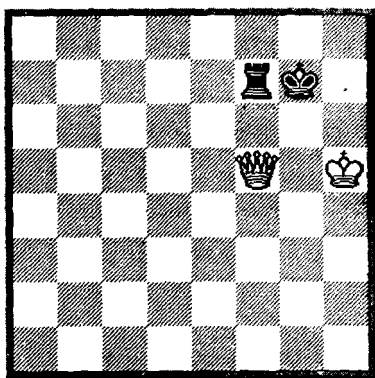
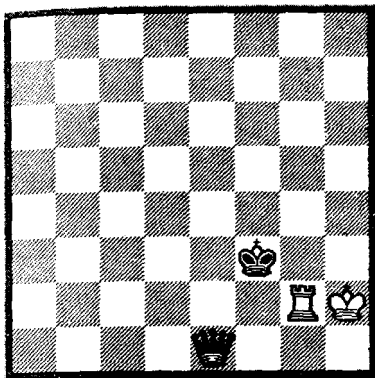
See diagram

(Diagram 2)

2 White/Black to play

Diagram No.2 is one of the standard defensive set-ups for the weaker side. Unfortunately it loses for him if his opponent knows how. It is possible that a player can go round and round with his queen, unable to capture the rook and concede a draw by nothing happening in 50 moves, or by allowing a stalemate.

One could say about Diagram No.2 that if it were white's turn to move he would lose by zugzwang. And if it were black's move,



he could get the same position with white to move by 1...Qe5 (The natural attempt to get closer to the king and rook and squeeze their lives out ends in disaster. 1...Qf1 2 Rg3 Kf2 3 Rf3!! Kf3 stalemate!) 2 Kg1 (h1) Qa1 3 Kh2 (If 3 Rg1 Qh8#) 3...Qe1 and we have reached No.2 with white to play.

Now we will consider No.2 with white to play:

17 Rc2

The rook can go only to a white square as it would be easy for the queen to check and capture it if it were on the same colour square as its king. Before we proceed further let us rule out a few alternatives:

- a) 17 Rb2 Qe5
- b) 17 Ra2 Qe5 18 Kg1 Qg5 19 Kh1 Qh6 20 Kg1 (20 Rh2 Qc1#) 20...Qg6 21 Kh2 Qh7 22 Kg1 Qg8+
- c) 17 Rg5 Qh4
- d) 17 Rg6 Qe5 18 Kg1 Qc5 19 Kh2 Qh5
- e) 17 Rg7 Qe5
- f) 17 Rg8 Qe5 18 Kg1 (or 18 Kh1) Qa1 19 Kh2 Qa2+.

17...Qe5 18 Kh1

If 18 Kg1 Qg7 19 Kh1 (If 19 Kh2 Qh7 and 20...Qc2, or if 19 Kf1 Qa1 mates) 19...Qh7 20 Rh2 Qb1#

18...Qh8 19 Kg1 Qg7 20 Kh1 Qh7 21 Rh2 Qb1#

Now let us examine a different set-up which is more difficult for the superior side.

Diagram 3

3 White to play.

In No.3 White can try a variety of variations in most of which the rook has the last laugh!

1) 1 Qg6 Kf8 (Not 1...Kh8 when black wins by 2 Kh6! and not 2 Qf7?? stalemate.) 2 Qd6 Kg7 (also possible is 2...Ke8 3 Kg6 Rg7! 4 Kh6-4 Kg7 is stalemate and likewise 4 Kf6? Rg6! 5 Kg6 is also stalemate - 4...Rd7 and white has made no progress whatsoever.

2) 1 Qe5 Kf8 2 Kg6 Rd7! and now we have: 2a) 3 Qe6? which leads to a forced draw: 3...Rg7 4 Kh6 (if 4 Kf6 Rg6 is stalemate) 4...Rh7! 5 Kg5 Rg7 6 Kf5 Rf7 with perpetual check because if 7 Ke5, Re7 pins the queen.

2b) 3 Qc5 Ke8 4 Kf6 Rd6! Again, If 5 Qd6 it is stalemate. So, white must abandon his plan of getting closer to the black king and the game of hide and seek continues.

White's best way is:

1 Qg5 Kh8

If 1...Kh7 2 Qg6 Kh8 3 Kh6+- Or if 1...Kf8 2 Qd8 Kg7 3 Kg5 Rf3 (If 3...Kh7 4 Qd4 Rg7 5 Kf6 the position will reach Diagram No.2) 4 Qd4 Kf8 (the only move) and now white has two ways to win:

1) 5 Qd6 Kg7 6 Qe5 Kf8 7 Kg6 and the rook has no safe square.

2) 5 Kg6 Rg3 6 Kf6 Rf3 7 Ke6! (now black has no check while the threat is 8 Qh8#) 7...Rh3 8 Qf4 Kg8 9 Qg4+-.

2 Qe5 Kh7 3 Kg5 Ra7

If 3...Rg7 4 Kf6 Kg8 (if 4...Rg6 5 Kf7) 5 Kg8 Qh5 and we have reached diagram 2.

4 Qe4 Kg8 5 Qe4 Kh7

With the rook on a black square, the king must go only to a white square.

6 Kf6! Rg7

Now the queen is ready to give the by now familiar long distance checks to pick up the rook. If 6...Kh8 7 Qc8 Kh7 8 Qh3 Kg8 9 Qg3 Kh8 10 Qh2 Kg8 11 Qg1+-

7 Qh4 Kg8 8 Qh5 and we have reached diagram No.2

Middle game: Counter Attack

It is often said that counter-attack is the best form of defence. Our natural reaction to a threat is to take cover and avoid loss of material. Sometimes a player who is completely taken by his own attack would not at all be expecting a counter attack and might incomprehensibly crumble. I have seen this happen many times. A player on the defence should keep searching for some weakness in the enemy camp pounce. When a player is on the attack his guard could sometimes be down. A knight, for example, could have unwisely left the defence of its own king to aid the queen in a mating attack.

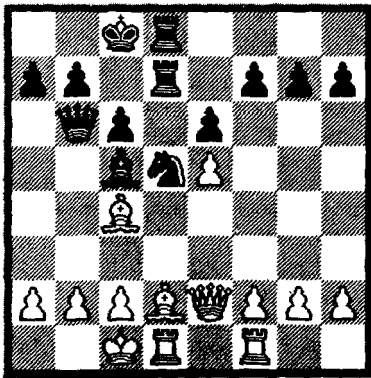


Diagram No.4
4 Rosental-Makogonov
Moscow 1036
White to play

In No.4, white's position is slightly better. He has 2 bishops against a knight and bishop and he also has more space for his pieces. From hindsight one could say that he must play 1 Bb3 and then 2 Bg5. In the game, white played 1 Bg5 which attacks the Rd8 and opens the d-file for himself. Yet this apparently logical and good move fails against black's surprising counter and white had to immediately resign after black's next move. Black played 1...Nc3!! Now, if white captures the knight it is mate with 2...Ba3 a fact that is almost inconceivable from a first look at the diagram. White resigned after 1...Nc3!

Under what theme does one classify black's combination? Perhaps it is a mixture of line opening (opening the d-file for the rook) and deflection (decoying white's b2 pawn to c3.)? Considering all factors, the combination has more ingredients than just tactical themes. Black did not panic on seeing the 'strong' 1 Bg5. He needed to believe in the soundness of his position. He has to use his imagination and draw on his knowledge and experience of tactical chess to put this combination together.

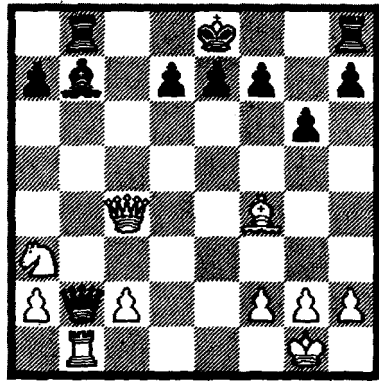


Diagram No.5
5 Yohansson - Metzger
Black to play

In No.5, black appears to be in an almighty mess. Though he has won a pawn and the exchange, his queen and rook are both under threat. And his king remains in the centre, uncastled. By giving back the ex-

change with 1...Qa3 2 Bb8 Bc6 black could remain a pawn up and be on his way to castling and safety. But it is very doubtful whether he could win.

Black hit on a brilliant idea. Which does not come under any particular theme. He had to use his imagination and look for an unusual way to capitalise on his temporary material advantage. He played 1...Qb1!! 2 Nb1 Ba6!! and white resigned as both mate and queen are threatened. White's best is 3 Bb8 Bc4 when black has no more danger and keeps the advantage of pawn and exchange. Perhaps one could classify this combination under the themes of back rank weakness and line opening (Ba6) but ultimately it is the triumph of the human mind in putting together various factors to work in unison and succeed. Note that black had to temporarily ignore his several weaknesses and go for the enemy, thinking positively. It is a little bit like real life. One should refuse to be overwhelmed by many difficulties.

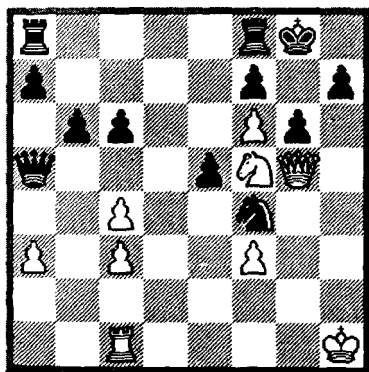


Diagram No.6
6 P.Romanovsky- A.Romanovsky
1907

Our last example is No.6 White has sacrificed a rook and 2 pawns for a mating attack. White played 1 Qh6 with the crushing threat of Qg7#. The black queen is completely cut off from the most important theatre of operations - his own kingside. Only black's knight could control the vital g7 square but then his h7 comes under threat.

Black cannot reply 1...Ne6 because of 2 Rc2 and now black has:

- 1) 2...Rfe8 3 Rh2
- 2) 2...Rfd8 3 Qh7! Kh7 4 Rh2 Kg8 5 Ne7 Kf8 6 Rh8#
- 3) 2...Qa3 3 Ne7 (3Rh2? Qa1 4 Kg2 Nf4 etc.) 3...Qe7 (3...Kh8 4 Qh7!) 4 Rh2!

The game continued: 1...Nh5! 2 Qh5!! gh5? 3 Nh6 Kh8 4 Rg1! and black resigned because he cannot avert the threatened 5 Rg8! Rg8 6 Nf7#

So White's attack went through without a hitch and it was topped by an extraordinary mating combination where black's two rooks and queen could not stop white's knight from mating on f7. But this happened because black was impressed by his opponent's dazzling play and thought he was doomed. If you think that you are doomed and play according to 'book' you will indeed be doomed. You must fight and not give in tamely. Black indeed has a saving move:

After 1...Nh5 2 Qxh5 Qc3!! and there are two possibilities:

- 1) 3 Rc3 gh5 4 Nh6 Kh8 (and now thanks to black's queen sacrifice the deadly 5 Rg3 is not possible.) 5 Rd3 a5 6 Rd7 Rab8 7 Nf7 Kg8 8 Nh6 Kh8 9 Nf7 and draw by repetition.
- 2) 3 Qh6 Qf3 4 Kg1 Qg4 5 Kh1 Qf3 with perpetual checks.

Chapter 41

The Pin

A pin is a device to immobilise enemy pieces. When a piece could move only by exposing another piece behind it on the same line or diagonal, it is said to be pinned.

The pin is a very common element in chess tactics. It is the power of pinning which confers, at the start of a game, a slight advantage for the bishop over the knight. We illustrate this with the following two short games.

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 (The inevitable first few moves of the kings indian Defence) **5 Bg5** (This is one of the little played variations of the Kings Indian.) **5...e5?** This move is 'usual' in most variations of the Kings Indian, but not after 5 Bg5. Here, 5...c5 or 5...0-0 was preferable. Black, of course, expects the 'normal' **6 d5**. **6 de5 de5 7 Qd8 Kd8 8 Nd5 Nbd7 9 0-0-0.**

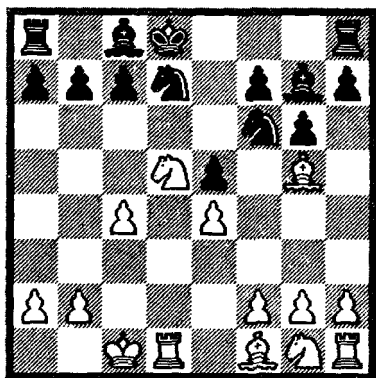


Diagram 1

1. Black to play is lost

Black is lost. The threat now is to capture the pinned Nf6. We see that Nf6 is attacked twice and also defended twice. However, after 10 Nxf6 black's Nd7 is vertically pinned by the Rd1 and therefore it could not recapture. Unfortunately black cannot move his king out of the pin, for if **9...Ke8 10 Nc7** wins the Ra8. Nor could black avert the loss of a

piece by **9...h6** because of **10 Bf6 Nf6 11 Nf6 Ke7 12 Nd5** and again white has won a knight.

The next game occurred in a simultaneous display by Bronstein. **1 e4 e5 2 d4 ed4 3 Qd4 Nc6 4 Qa4 Nf6 5 Nc3 d5 6 Bg5 de4 7 Ne4 Qe7 8 0-0-0 Qe4**

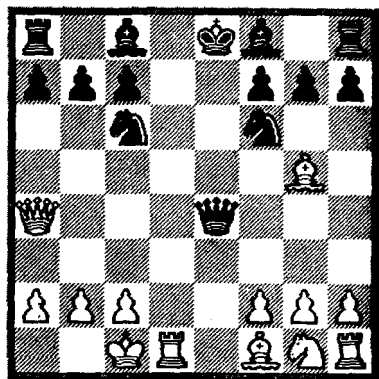


Diagram 2

2. White to play.

9 Rd8!! Kd8 10 Qe4 and white won the queen thanks to the black knights being pinned.

We shall now illustrate a common type of pin that occurs along the e-file in king pawn openings.

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nd4?

This is a little known, but very interesting trap.

4 Ne5?!

The simple **4 d3** or **4 0-0** or **4 Nc3** is enough for white to get an advantage as black had badly violated the opening principle: "Do not move the same piece twice before you have moved every other piece once!"

4...Qg5 5 Bf7

5 Nf7 is white's natural move forking queen and rook. But it walks into a beautiful pin mate after 5...Qg2 6 Rf1 Qe4 7 Be2 Nf3#!!

5...Ke7

If 5...Kd8 6 0-0 Qe5 7 c3 Nc6 8 d4 Qf6 (8...Qe4? 9 Re1 Qf5 10 Re8#) 9 Bb3 and white has rich compensation for his sacrificed knight. White has two central pawns controlling the centre and is threatening f2-f4, e4-e5. Meanwhile black has lost the right to castle and his king is stuck in the centre. Moreover the black pieces do not have much scope for easy development. His Bf8 has nothing better than e7. His Ng8 must wait for the Qf6 to vacate f6. All these factors promise white an excellent game.

6 0-0 Qe5 7 Bc4 Nf6

Here, or later, as long as the black king is on e7, the black queen cannot capture the e4 pawn as Rfe1 will pin and win it. This is a common tactic that occurs in many opening with 1 e4.

8 c3 Nc6 9 d4 Qa5

If 9...Qh5 10 e5 wins the knight because if 10...Qd1 11 e6 Kf6 12 Rd1 wins back his piece with an excellent game.

10 e5 Ng8 (if 10...Ne8, 11 Bg5 is curtains.)

11 Qf3 d5 12 Bg5

After 12 Bd5 Be6 the black pieces could slowly come back to life.

12...Ke8 13 Bd5 and white should win.

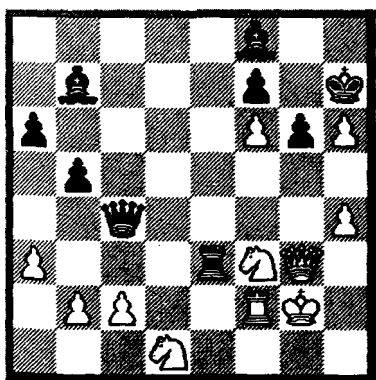


Diagram 3

3 Browne-Polugayevsky

Las Palmas 1974

Black to play

The deadly long range pinning power of the bishop in the middlegame is illustrated in No.2 The white king has no pawn cover, unlike the black king who is safely ensconced under an immobile white pawn.

Black won by 1...Rf3! (This is the right way to exploit the bishop's pinning power. After 1...Bf3 the pin vanished and white will be relieved.) 2 Rf3 Qe2 3 Nf2 Bc5 0-1 White is nearly in zugzwang. He cannot defend against the threatened 4...Bf2 5 Qf2 Bf3 winning a knight because, on f2 the white queen is pinned along the second rank.

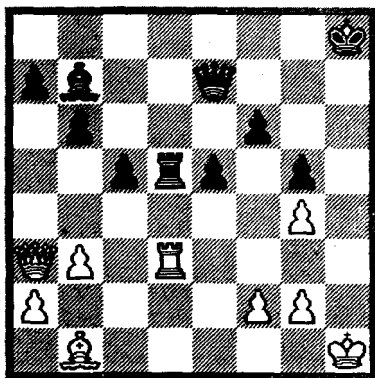


Diagram 4

4 Schatz-Gigold, 1928

Black to play.

No.4 is a brilliant illustration of the diagonal pin. Black played 1...Qh7

Though this move has double attack as its theme (it threatens both Kh1 and Rd3) it appears to be a big mistake as white could pin the checking queen with 2 Rh3. If then 2...Qh3 3 gh3 Rd1 4 Kh2 Rh1 5 Kg3 Rg1 6 Kh2 Rg2 7 Kh1 Rg4 8 Kh2 Rg2 9 Kh1 and white must repeat moves with ...Rg4 as white escapes with the booty after 6...Rf2? 7 Kg1 Rg2 8 Kf1. Black, however, has a different and effective way to win.

2 Rh3 Rd1! 3 Kh2

Now black seems to be in the soup, totally. But now comes black's final surprise in which the director of play is his Bb7.

3...Rh1!! 4 Kh1

If 4 Kg3 Rh3 5 gh3 Qh4 6 Kh2 Qf2#
Now, after 4 Kh1 the g2 pawn is pinned.

4...Qh3 5 Kg1 Qg2#

The basic idea of No.4 can be shown in the following position

White: Kg1, Qe3 Rh4, Bb2, Ps-a2, b3, f2, g2. Black: Kg8: Qd7, Re8, Bd6, Ps-a7, b6, f7, g7. White to play and win. White wins by 1 Rh8! Kh8 2 Qh6 Kg8 3 Qg7#

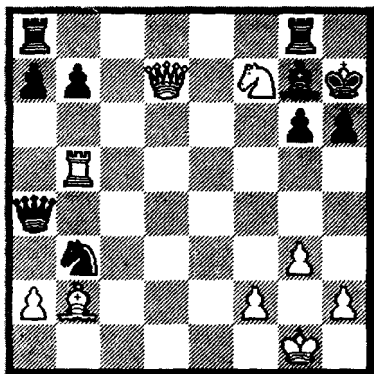


Diagram 5
5 Parr-Whitecroft
Holland 1968
White to move.

No.5 illustrates both vertical and diagonal pins in one single mating combination. In the diagram, the important factor seems to be the pin along the 7th rank. When presented with this position for the first time, many players have broken their hearts trying to get Qg7# or Ng5 followed by Qh3. Can you solve this? It is mate in three moves in the main line. Black could of course stall the mate for a few moves by heroic but vain sacrifices. Solution is given at the end of this article.

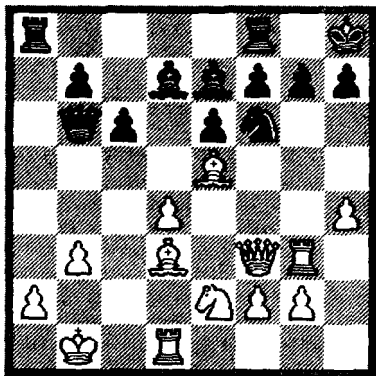


Diagram 6
6 Radulov-Sederber, 1961
White to play.

In No.6 the mating attack is made possible by a vital pin. **1 Rg7!! Kg7 2 Qg4! 1-0**
After 2...Kh8 3 Qh5! Kg8 (3...Kg7 4 Qh7#)
4 Bf6 Bf6 5 Qh7#

The knight is the only piece that cannot pin any piece and it is itself liable to be pinned by everybody - the bishop, the rook and the queen. Generally, the bishop cannot be pinned by another bishop, nor a rook by another rook. But these are possible and it is good to be acquainted with such feature.

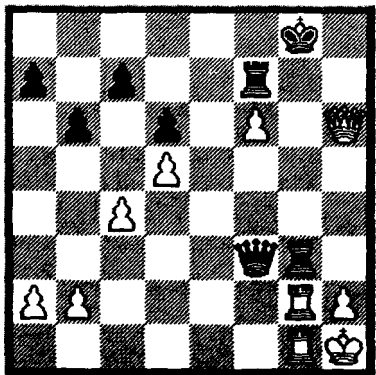


Diagram 7
7 White to play
Bergrasser-Weiner
1st European Corr chp.

No.7 is an example of pins, counter pins and counter-counter-pins! The Rg2 has pinned the black Rg3. But the Rg2 is itself pinned by the black Qf3. In the diagram, if 1 hg3 Rh7 pins the Qh6.

White played the strong 1 Qh3!! It pins the Rg3 against the Qf3 so that 1...Rg2 would lose the queen.

Black's reply was also witty: 1...Rfg7!! If now 2 fg7, the white pin along the g-file is lifted and black wins the queen by 2...Rh3. But white has not finished with his bag of tactics.

2 Qc8! Kh7 3 fg7 Rg7

If 3...Rg2, 4 Qh8 (4 g8=Q? Rg8 5 Rg2 Qg2#) 4...Qh8 5 Kg6 g8=Q. Now white dramatically breaks the pin on his Rg2.

4 Qh3!! 1-0.

If 4...Qh3 5 Rg7 Kh6 6 R1g6 Kh5 7 Rh7 Kg6 8 Rh3.

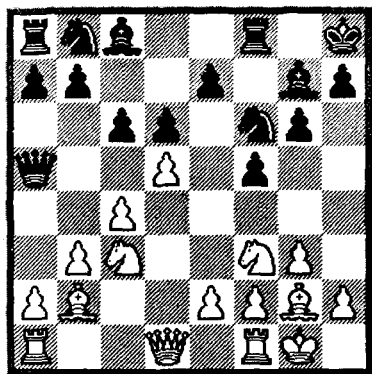
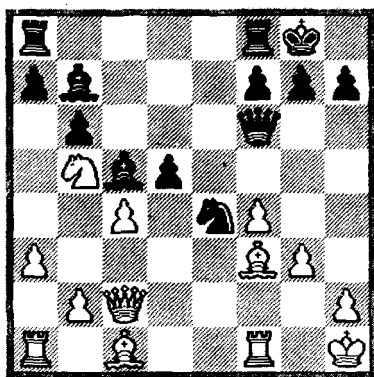


Diagram 8
8 Black to play
Robatsch-Yansa,
Sochi 1974

Black tried to utilise the unprotected status of white's Bb2 in No.5 by 1...Nd5. He must have expected an easy victory after both 2 cd5 Bc3 3 Bc3 Qc3 and 2 Nd5 Bb2. But white has a different idea. 2 cd5! Bc3 3 Qd2!!

This is an amazing diagonal double pin of the black bishop. It is pinned, both against the king and the queen. If 3...Bb2, 4 Qa5.

An understanding of the diagonal double pin is necessary to find the combination in No.9



9 Black to play
Yuryev-Tischler
Moscow 1927

One could see that in No.9 1...dc4 would lose the Ne4, but that is what black played.

1...dc4! 2 Be4 Qf5!!

We have the diagonal double pin again. But the struggle is far from over as white could defend his Be4. Black has to play cleverly to win.

3 Nc3 Rfe8 4 Re1

Now black cannot attack the Be4 any further. In such positions reinforcements have to be brought up without any loss of time. Black's winning process is very instructive.

4...Re4! 5 Ne4 Re8

With his 4th move black has reduced one of the defenders of e4. Now white has only 2 pieces defending e4 while black has 3 pieces attacking it. White cannot defend e4 any further and in desperation tries a wild idea.

6 g4 Re4! 0-1.

If 7 gf5 Re1# Another case of a curious mixed double pin (diagonal and vertical) is No.10.

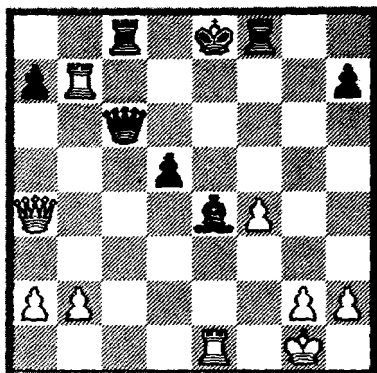


Diagram 10
10 White to play
 Shumov-Winawer

Petersburg 1875

White won by **1 Rc1 1-0** because the black queen is *pinned* legally along the e4-e8 diagonal and mortally along the c-file. If 1...Qa4 2 Rc8#.

Solution to No 5: 1 Rh5!! Qd7 2 Ng5 (vertical pin) Kh8 3 Rh6 diagonal pin mate!.

Chapter 42

Double Attack II

Double attack was discussed briefly in Chapter 21 and hence we have called it Double Attack II.

Double attack is easy to define. When a move results in two enemy pieces being attacked simultaneously, it is called a double attack. Double attack is the basis of most combinations. For a double attack to be successful, the two attacked enemy pieces, or more precisely the two objectives (a double attack could also be a mating threat and a capture of a piece), should not be able to move away protecting each other.

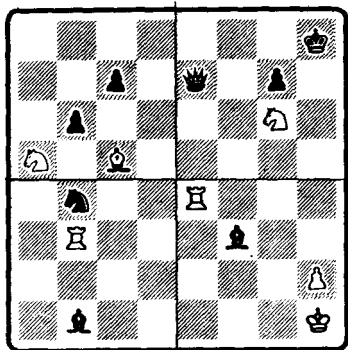


Diagram 1
1. Double attacks

Diagram No. 1 shows clockwise, double attacks by the pawn, the knight, the bishop and the rook.

The openings are full of possibilities for double attack. A few examples follow:

Hungarian Defence: 1 e4 e5 2 Nf3 Nc6 3 Bc4 Be7 4 d4 d6 5 de5 Ne5 6 Ne5 de5 7 Qh5. Black is forced to defend his most important f7 pawn with 7...g6 and allow white 8 Qe5. This game is credited to Estrin-Liberzon.

Giucco Piano: 1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 c3 Nf6 5 d4 Bb6? 6 de5 Ne4 7 Qd5!
See diagram 2.

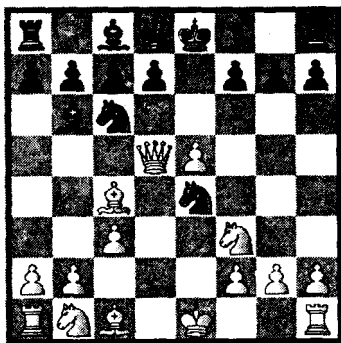


Diagram 2
2 Position after 7 Qd5!

White threatens both mate on f7 as well the Ne4. The best that black has here is: 7...Bf2 8 Ke2 0-0 9 Qe4 and white has won a knight.

Nimzo-Indian Defence: 1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 c5 5 dc5 Bc5 6 Bg5

(It looks like white has a good position but black shatters it and wins a pawn thanks to a double attack.)

6...Bf2! 7 Kf2 Ng4! This is a double attack. The knight checks the king while the queen attacks the bishop. After the king moves, black captures the bishop, getting back his sacrificed bishop and winning a pawn in the skirmish.

Caro-Kann Defence: 1 e4 c6 2 d4 d5 3 Nc3 de4 4 Ne4 Nd7 5 Bc4 Ngf6 6 Nf6 Nf6 7 Nf3 Bg4?

Again we have a situation similar to the previous example. White wins a pawn by double attack.

7 Bf7! Kf7 8 Ne5 and Ng4 However on the 7th move white cannot sacrifice his queen and play for mate with: 7 Ne5? Qa5! (if 7...Bd1?? 8 B17#) 8 Bd2 Qe5! 9 de5 Bd1 10 Rd1 Nd5 and white has not even won a pawn though his position is better.

In many openings the bishop is used to pin the knight. In 1 d4 openings there is the danger that the pinning bishop could sometimes be captured by a double attack as in our next illustration.

Queen's Gambit Declined, Slav Defence: 1 d4 d5 2 c4 c6 3 Nc3 Nf6 4 cd5 cd5 5 Bg5 Nbd7 6 e3 e6 7 Bd3 Bb4 8 Bf6 Nf6? (8...Bc3 is the best here) 9 Qa4 Bd7 10 Qb4 and white has won the pinning bishop.

Sicilian Defence: 1 e4 c5 2 d4 cd4 3 Nf3 e5? 4 Ne5?? Qa5 5 Bd2 Qe5.

With his 3...e5 black played for a trap into which white fell. Theoretically best for black would be to continue developing his pieces with 3...Nc6 and not try to cling to his pawn at d4. Instead of losing a piece with 4 Ne5?? as in the game, white should get a good attacking game with 4 c3 to be followed by Bc4 as there would be a nice strategical square for white on d5.

One of the two threats that a move could make could also be a mating threat as in the next example, or a threat to promote a pawn as in the example after the next.

French Defence: 1 e4 e6 2 d4 d5 3 Nc3 de4 4 Ne4 Nd7 5 Nf3 Ngf6 6 Nf6 Nf6 7 Bg5 Be7 8 Bd3 0-0 9 Qe2 b6?? 10 Bf6 Bf6 11 Qe4+- The two threats are mate on h7 and capture of the rook on a8. Black must lose the rook at the least.

Caro-Kann Defence: 1 e4 c6 2 d4 d5 3 Nc3 de4 4 Ne4 Nf6 5 Ng3 h5 6 Bg5 h4 7 Bf6 hg3! 8 Be5 Rh2!! 9 Rh2 Qa5 (Black's idea is to sacrifice his queen for the Be5 before he recaptures the Rh2 so that he gets a new

queen by force) 10 Qd2 Qe5! 11 de5 gh2 (Diag.3)

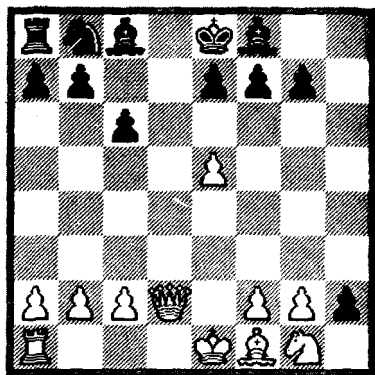


Diagram 3
3 White to play

This is also a double attack by a pawn. The h2 pawn has threats of queening on h1 and also on g1 by capturing the knight. In a game **Fichtl - Krause**, white resigned in this position. Such resignations are premature. Though a bishop down, white must try to take advantage of black's lack of development and create complications. A small slip, and black could be busted. Play could continue 12 0-0-0! Bd7 (12...Nd7 could lose after 13 e6! fe6 14 Bd3 h1=Q 15 Bg6 Kd8 16 Nh3 Qg2 17 Nf4) Try analysing this position by yourself!) 13 e6 hg1=Q (Best. Try analysing 13...fe6) 14 ed7 Kd8 15 Bc4 Qa2 16 Bf7 Qh6 17 f4 Qf6 and black, by using the d7 pawn as a shield against the white would slowly make his extra knight count.

However, go back to black's 10th move, when he sacrificed his queen. When planning black must have anticipated 10 c6 when 10...Qe5 sacrificing the queen is the best way. But white played 10 Qd2 and black continued with his plan of Qe5 anyway thinking it was the same. If he had spent a little more time, he could have found the fool proof way to an easy victory after 10 Qd2 with 10...ef2! (this is also a double attack as the queen is pinned and the king is obliged to support the queen) 11 Ke2 (or 11 Kd1)

11...Qd2 12 Kd2 fg1=Q. It should be noted that after 10 c3 Qe5 black's plan works very smoothly as white's queen is still on d1 and he cannot engineer an attack along the d-file as fast as he could if the queen were on d2. Now let us see a few examples from middle-game positions.

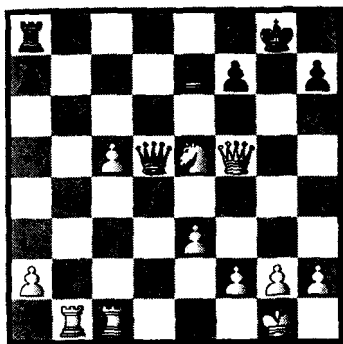


Diagram 4
4 White to Play

Korgius-Sergievsy, USSR

In No.4 white wins the exchange by 1 Ng6! This move threatens both the queen and the rook. If 1...Qf5 2 Ne7 Kh8 3 Nf5 winning.

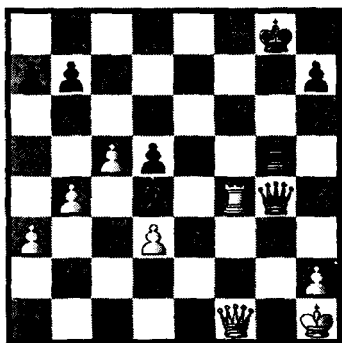


Diagram 5
5 Black to play.
Bykovsky-Kuznetsov,
Moscow 1958

Black is faced with the loss of his extra knight. This is how he simplified to reach an endgame with his extra knight: 1...Qf4! 2 Qf4 Rg1! 3 Kg1 Ne2 and 3...Nf4 winning.

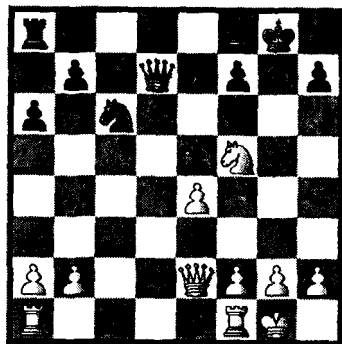


Diagram 6
6 White to play

No.6 is a position that can easily occur in tournament practise. White wins immediately by 1 Qg4! This move threatens mate with 2 Qg7 and also 2 Nh6 to be followed by 3 Qd7. If 1...f6, 2 Nh6 Kh8 3 Qd7. A similar position occurred in my game with Dr.R.Nagendra in the 1980 National B Championship at Delhi. It was the peak of summer with the mercury soaring to 117 F and at least three of the participants suffered from heat stroke. I had the black pieces. I played ...Qd7?? and went to call Nagendra who had wandered off to watch other games. He did not see that he could win with Qg4, played something else. The game took a long and tortuous course going beyond adjournment. It was a journalist from Bombay who pointed out the double over-sight later on.

The queen is the champion of double attacks because it combines the powers of the rook and the bishop.

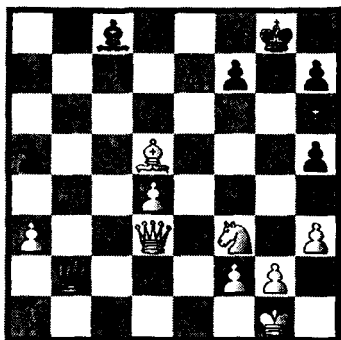


Diagram 7
7 White to play
Platonov-Ramanovsky
 Kiev 1970.

The white queen plundered the black pieces with double attacks after **1 Bf7 Kf7 2 Qh7 Bg7 3 Qh5**. Wherever the king goes he loses one of his two bishops:

- a) 3...Kf6 4 Qe5 Kg6 (if 4...Kf7 5 Qc7 and 6 Qc8) 5 Qe8 Kh7 6 Qc8.
- b) 3...Kg8 4 Qe8 and 5 Qc8.
- c) 3...Kf8 4 Qc5 and 5 Qc8.
- d) 3...Ke6 4 Qe8 and 5 Qc8.
- e) 3...Ke7 4 Qc5 Kd7 (4...Kd8 5 Qg5 and 6 Qg7) 5 Qf5 Kc7 (again if 5...Kd8 6 Qg5 and 7 Qg7) 6 Qf7 and 7 Qg7.

See diagram

Diagram 8
8 White to play
Faibisovitch-Etruk
 Chelyabinsk, 1975.

In No.8 White won by **1 Ng6! 1-0** If 1...hg6 (or 1...Qg6 2 Re7) 2 Qh4 attacks both the Kh8 and the Re7.

See diagram

Diagram 9
9 White to play
Hort-Portisch,
 Madrid 1973

The combination in No.9 finishes with a delightful double attack. **1 Rg4! fg4 2 Qg5 Kh8 3 Qh6!! 1-0** There are two threats: 4 Qh7# and 4 Qf8#

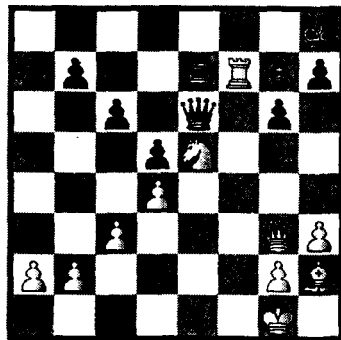


Diagram 8

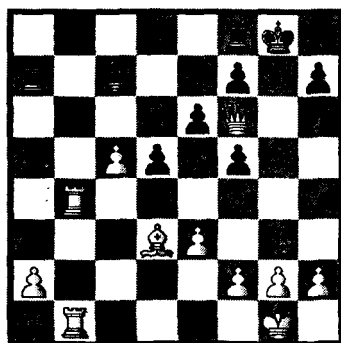


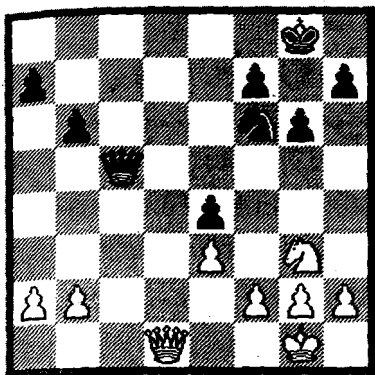
Diagram 9

See diagram

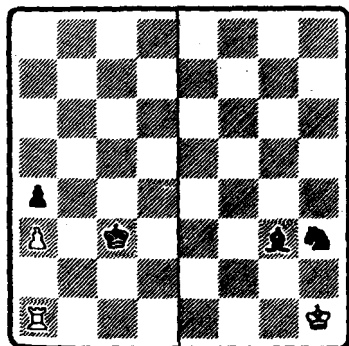
Diagram 10
10 White to play
Euwe-Davidson,
 Match 1925.

In No.10 the double attack wins only one pawn, but it is enough as there are no pieces left on the board for black to stir up complications. Euwe won by **1 Qd8 Kg7 2 Qf6! Kf6 3 Ne4 and 4 Nc5..**

We can also see many endings where double attack is used. The tactics in Queen Versus Rook endings (see Chapter No:40) is almost exclusively double attack. In the end-



game, when many pieces exit from play by capture or exchanges, the prospects of mating attacks diminish and the kings could safely emerge from their corners to play a major role in the task of attacking enemy pieces and queening pawns.



No.11A No.11B

In No.11A black wins a pawn by 1...Kb2 attacking both rook and pawn. White wins a

piece in No.11B by 1 Kg2 attacking both knight and bishop.

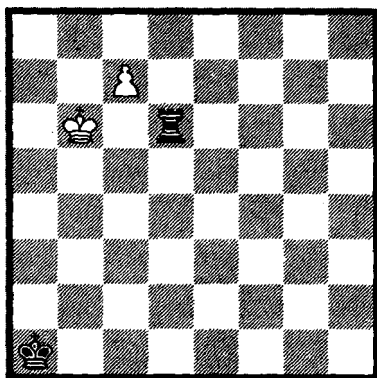


Diagram No.12
12 White to play and win.

No.12 is a famous ending. It was probably composed, though it is supposed to have happened in a game between Fenton and Potter. The white king is in check. Though black has a rook, he must fight for a draw as the c7 pawn is threatening to queen. In the diagrammed position if 1 Kb7? Rd7 to be followed by 2...Rd7 and a draw. Or if 1 Kc5? Rd1 for ...Rc1 and capture of the pawn if it is on c7 or the queen if it is on c8.

White's only winning attempt is 1 Kb5 Rd5 2 Kb4 (again if 2 Kc4? Rd1) 2...Rd4 3 Kb3 (3 Kc3 Rd1 4 Kc2 Rd4 as in the main line) 3...Rd3 4 Kc2 Rd4! (A brilliant defence!) 5 c8=R!! (If white queens the pawn black would get a draw: 5 c8=Q? Rc4!! 6 Qc4 stalemate!) After 'rooking' the pawn the stalemate is avoided and at the same time mate is threatened with 6 Ra8. Black has only one move... 5...Ra4 Now comes a deadly double attack. 6 Kb3 1-0 Black cannot parry the double threats of 7 Rc1# and 7 Ka4.

Chapter 43

Destroying The Defender

When a piece or pawn is attacked there are three ways of dealing with the situation. The most common way is to move away the object of attack or to defend it. The third way is to allow it to be captured and counter-attack. There is a fourth way too, but one which comes to many of us naturally: overlook the threat and lose!

In this article we deal with one piece defending another. If one pawn is defending another pawn, it makes sense to attack the defending pawn and not the other one. If a queen is defending a knight the Queen should be driven away or exchanged off in order to win the knight.

The very popular Queen's Gambit Declined is an example of trying to destroy the defender: 1 d4 d5 2 c4 e6 3 Nc3 (While white concentrates on attacking the d5 pawn, black keeps defending it.) 3...Nf6 4 Bg5 As the Nf6 defends d5, the bishop pins it and increases the attack on the d5 pawn.

You can also see the same idea in the Ruy Lopez: 1 e4 e5 2 Nf3 Nc6 3 Bb5 This Bishop move is the starting point of the Ruy Lopez. By attacking the knight which defends the e5 pawn, white is eventually trying to win a pawn. However, it should be noted that after 3...a6 the immediate capture of the e5 pawn with 4 Bc6 dc6 5 Ne5 leads to an equal game after 5...Qd4

See diagram

Diagram1

1 Black to play.

A very simple case of destroying the defender is illustrated in No.1. The bishop is defended by the knight. So black won the bishop by destroying the knight: 1...Bf3 2 Qf3 Qd4.

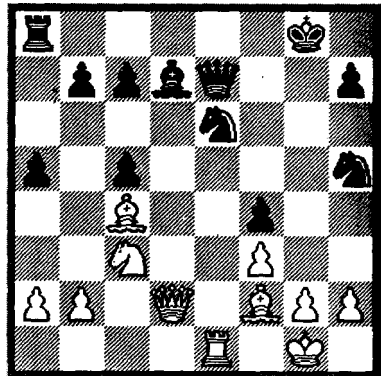
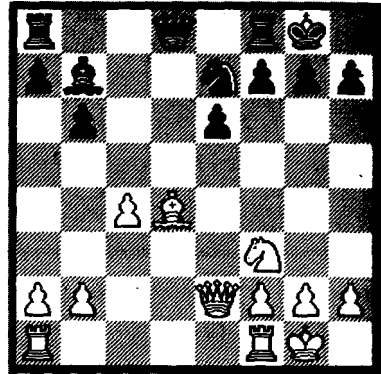


Diagram2
2 Barczay-Pribyl
Dechin 1978
White to play

In No.2 the pinned black knight is twice attacked but also defended twice. In order to win the knight one more attack must be brought to bear on it, but then black will keep defending with Nhg7, Rae8 etc. To reach a quick decision white must destroy the defending bishop. He did it by 1 Qd7! Qd7 2 Be6 Qe6 3 Re6.

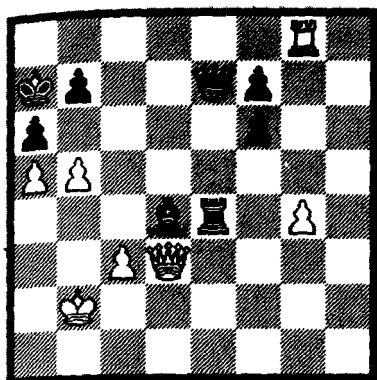


Diagram 3
3 Spassky-Petrosian
Moscow 1967
White to play

The only piece that is defending against white's threatened mate with b5-b6 in No.3 is the bishop on d4. White therefore won by 1 Qd4! 1-0 because if 1...Rd4 2 b6#

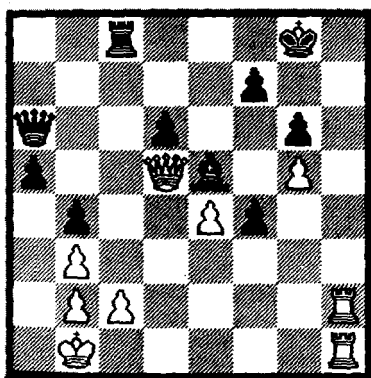


Diagram 4
4 Gizdavu-Ostioic
Bucharest 1973
White to play

In No.4 it is the Be5 which is preventing the white rooks doubled on the h-file from mating. As in No.1, white won easily by 1 Qe5! (De-

stroys the defender of the h8 square.) 1...de5 2 Rh8 Kg7 3 R1h7#

A player who is well acquainted with typical combinations can use the motif of destroying the defender with deadly effect. A case in point is No.5

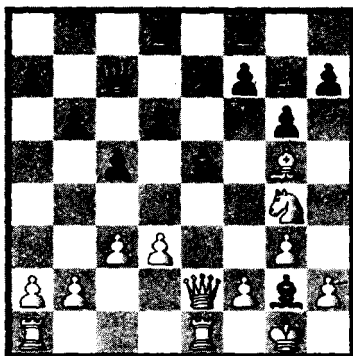


Diagram 5
5 Ozhvat - Ortel

Hungary 1971, White to play Take a good look at No.5. Apparently black has just played Bg2. Can you mate in two moves if the black bishop on e5 disappears from the board? If you can spot the mate by 1 Bf6 Kg8 2 Nh6# then the solution to this position is easy. As this mate does not require the queen. White wins by 1 Qe5! de5 2 Bf6 Kg8 3 Nh6#

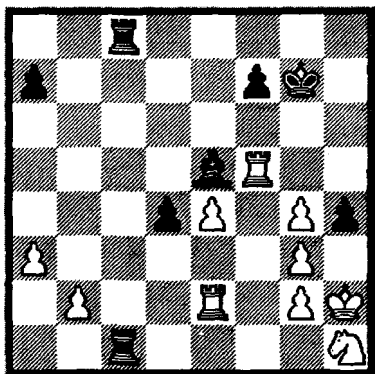
The tripled white pawns on the g-file in No.6 gives us a good idea, specially with the King on h2.

See diagram

Diagram 6
6 Bisguier-Fischer
U.S.Chp.1965
Black to play.

Fischer won by 1...Rh1! White resigned because of 2 Kh1 Rcl 3 Kh2 hg3 4 Kh3 Rh1#

The next position illustrates not only the theme of destroying the defender but also



the superiority of an attacking queen and rook against a defending queen and rook.

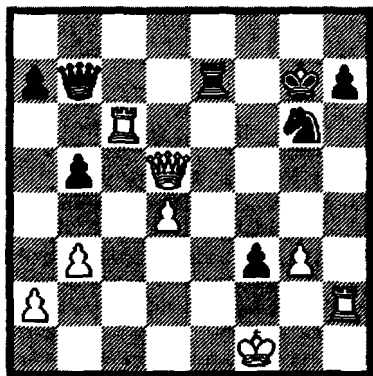


Diagram7
7 Steinitz-Zukertort
White to play

In No.7 it is not enough to just destroy the defender and start checking. One must also know how precisely to carry out the mating attack to a successful finish. This game was played more than 120 years ago, but the attack can still teach players of today a lot. The game went:

1 Rh7! Kh7 2 Qh5 Kg8

If 2...Kg7 3 Rg6 Kf8 (if 3...Kf7 4 Rb6) 4 Qh8 Kf7 5 Qg8#

3 Rg6 Rg7

(For any other move the commentary of the previous move applies.) 4 Rh6!

This is the way to continue the attack. In such situations the aggressive queen and rook almost always triumph over the defending queen and rook. White threatens mate in one with 5 Rh8.

4...Kf8

(If 4...Rh7 5 Qe8 Kg7 6 Rg6#)

5 Rh8 Ke7

If 5...Rg8 6 Qf5 Qf7 (6...Kg7 3 Rh7 #) 7 Qf7 Kf7 8 Rg8 Kg8 9 Kf2 and white wins the pawn ending easily as he has two extra pawns.

6 Qe5 Kf7 7 Qe8 (The black queen and rook are mere spectators while the white queen and rook call the tune.) 7...Kf6 8 Rh6 Kf5 9 Qe5 Kg4 10 Qf4#

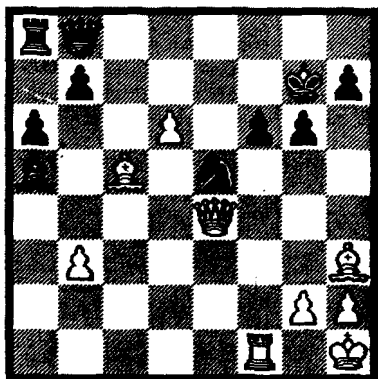


Diagram8
8 Matanovic-Martinovic
Yugoslavia 1974
White to play

Black's pieces are poorly placed in No.8. His rook will take a long time to see the light of the day while his bishop which should be in its g7 fianchettoed square is perched uselessly at a5. With the pawns in his castled position having moved up to f6 and g6 black's king is an easy prey for an attack. The only piece that is somewhat defending the black position is the knight, is therefore not very difficult if he destroys the defender. He

played 1 Rf6 Kf6 2 Qf4 Kg7 3 Qe5 1-0. If 3...Kg8 4 Be6 Kf8 5 Qh8#, or if 3...Kh6 4 Bc3 and mate next move. From this example we learn not only about the importance of destroying the defender but also that white won because all of his pieces were concentrated on the opponent's king-side while the black forces were ineffectively arrayed on the queen-side.

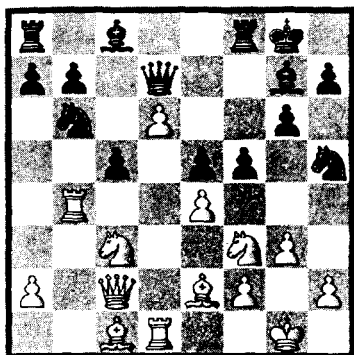


Diagram 9
9 Dorfman-Grigorian
 Leningrad 1977
 White to play

In No.9 white has a passed pawn on d6 backed by Rd1. Black has three pieces blockading the passed pawn so that it cannot 'expand'. But one of the defenders of the d7

square is the queen which can be driven off. That leaves only the knight and bishop. White therefore destroyed one of the two defenders and pushed his d6 pawn to victory: 1 Rb6! ab6 2 Bb5 Qd8 3 d7 and the pawn captures the bishop in its cradle.

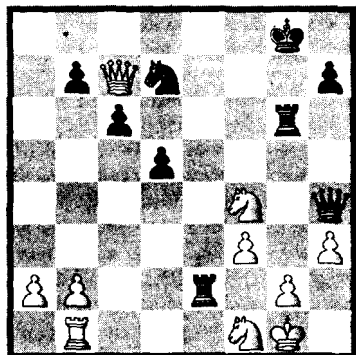


Diagram 10
10 Rizhkov-Fass, 1978
 Black to play

White has not only defended his threatened g2 square with his knight in No.10 but he has also forked the two rooks. Should black lose? Think this out yourself.

Solution : Black wins by destroying the de-
 fender: 1...Qf4!! 2 Qf4 Rg2!! 3 Kh1 Rg1 4
 #h2 Rg2#

Chapter 44

The Uncastled King

When we make the first moves of our game our immediate objective is to quickly bring out our knights and bishops into play and then tuck the king into a safe corner by castling. As we develop, or bring out our pieces, we make threats against the opponent's position or defend against attack. In this process we might, sometimes, pay a lot of attention to the threats and counter-threats and ignore the safety of our king. It is not rare when a player is fascinated with the idea of winning a pawn or a piece early in the game and delays castling. When a king remains uncastled on e1 (or e8) he can get into severe problems, especially if the position becomes open and the enemy pieces are active. When a king remains in the centre, it follows that the rooks are also at their original corners with pawns in front of them hindering their activity and limiting their power drastically.

What happens when a player embarks on a pawn grabbing mission and neglects his development and safety for his king is well illustrated in the following two short games:

1 e4 e5 2 d4 ed4 3 c3 dc3 4 Bc4 cb2 5 Bb2

This opening is known as the Danish Gambit. White sacrifices two pawns to benefit from speedy development and also makes it difficult for black to develop his pieces normally. For example, 5...Bc5 would lose to 6 Bg7. And 5...Nf6 invites 6 e5. Comparatively better would be 5...d6 when white has a vastly superior game as he controls the centre and the Bf8 is locked in.

However, Black's best is 5...d5! giving back one of the two extra pawns to get a lot of freedom for his pieces. If then 6 ed5, black can safely play 6...Nf6 without fearing the pawn thrust 7 e5. Or, if 6 Bd5, again 6...Nf6 equalises because the tactics of winning the queen does not work after 7 Bf7 Kf7 8 Qd8 Bb4! 9 Qd2 Bd2 10 Nd2=

In this game black not only does not give back one of the two extra pawns, but he also goes for a third!

5...Bb4? 6 Nd2 Qg5??

Black's idea is simple. If white defends g2 with 7 g3 he would exchange on d2 and simplify to an endgame with two extra pawns: 7...Qd2 8 Qd2 Bd2 9 Kd2 f6. Therefore white should not count pawns but must go for the attack full throttle.

7 Ngf3!! Qg2 8 Rg1 Bd2 9 Ke2!

Black has developed only two pieces so far and both of them are under attack. Almost all the white pieces are now in full cry and g7 can be taken for the asking. You can see easily why the black bishop could not be captured immediately.

9...Qh3 10 Qd2 Nf6

Black realises how backward he is in development and abandons his g7 pawn. But white has a tastier pawn!

11 Bf7!! Kd8

If 11...Kf7? 12 Ng5 wins the queen. Or if 11...Ke7 12 e5 (also 12 Rg7 is possible) 12...Ne4 (12...Ng4 13 Ba3!) 13 Qd5 wins.

12 Rg7 Ne4 13 Qg5!! Ng5 14 Bf6#

In the next game black sends his queen on a pawn grabbing mission. He does manage to castle but then not on the side that would have been safe for him.

1.e4 c5 2.Nf3 d6 3.Bb5

This is a rarely played system against black's Sicilian Defence. Usual is 3 d4 cd4 Nd4.

3...Bd7 4.Bd7 Qd7 5.e4

The strategical ideas behind this move are two fold. As a general rule, if black can eventually play the freeing ...d5 in 1 e4 openings and ...e5 in 1 d4 openings, he gets

an equal game. So 5 c4 makes black's liberating ...d5 almost impossible.

The other idea is that after the exchange of the white squared bishops white is happy to have his central pawns blocked on white squares as black would have a "bad" bishop which runs on black squares and is impeded by its own pawns blocked on black squares.

But this game is not an illustration of strategic ideas because black wants to win a pawn at the cost of development.

5...Qg4?!

Double attack! Sure, this wins a pawn. But the queen alone works while the remaining pieces sleep in their original squares.

6.0-0 Qxe4 7.d4!

With the black queen in the centre of the board white opens up the position so that he could develop rapidly by attacking the adventurous queen.

7...Nc6

The seriousness of black's position is shown by the variation 7...cd4 8 Nd4 Nc6 9 Nb5 Rc8 10 Nd6! ed6 11 Re1.

8.Nc3 Qg4 9.Nb5 Qd7

If 9...Rc8 10 Re1 e6 11 h3 Qf5 12 d5 shatters black.

10.dxc5 dxc5 11.Bf4 0-0-0

The general rule is that you should exchange pieces when under attack. But here after 11...Qd1 12 Rad1 the threat of 13 Nc7 wins atleast the exchange thus, black has been forced into castling on the queen side. But his problems are not over as he still lags behind in development.

12.Qa4

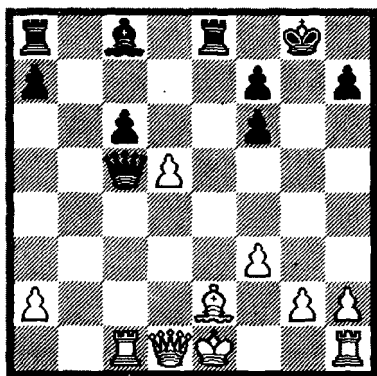
The threat is 13 Qa7! Na7 14 Na7#

12...Qf5 13.Bg3 a6 14.Rad1!

If now 14...ab5 15 Qa8 Nb8 16 Qb8#. White is now threatening mate by 15 Qa5! Na5 16 Na7#

14...Rxd1 15.Rxd1 Nf6 16.Qa5 Ne8 17.Qd8+ Nxd8 18.Na7#

Now let us see some middle game situations where a king is caught in the centre.



1. Teller-Tartakower

Hastings 1926-7

Black to play

In No.1 though the white king is caught in the centre his misery seems to be at an end as the attacked black queen appears compelled to leave the g1-a7 diagonal for if 1...Qb6 2 Rc6, or 1...Qe3 2 Qd2 or 1...Qd5 2 Qd5 cd5 3 Kf2. However black unleashed an attack which is typical for such a situation.

1...Re2!! 2 Ke2

Unfortunately 2 Qe2 loses the rook to 2...Qc1.

2...Ba6 2 Kd2 Qf2 3 Kc3 Rb8!

The threat is now 4...Qb2#

4 Rb1 Qc5 5 Kd2 Qd4 6 Kc2

If 6 Kc1 Rb1 7 Kb1 Bd3 8 Kc1 Qc3 mates.

6...Qc4 7 Kd2 Qd3 0-1.

If 8 Ke1 Qe3 mates as before.

See diagram

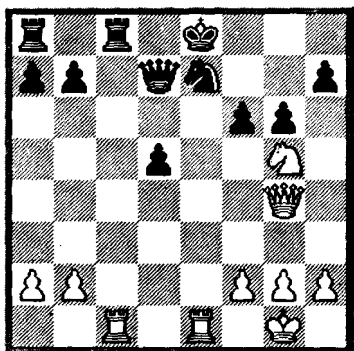
2 Steinitz-Bardeleben

Hastings 1895

White to play

Black has got a pawn more in No.2 but his king is stranded in the centre. If he exchanges queen he would be safe. But white to play made excellent use of his active pieces and the unsafe black king:

1 Re7!! Kf8



Of course, 1...Qe7 loses immediately to 2 Rc8. However we the natural 1...Ke7. The game can continue 2 Re1 Kd6 (if 2...Kd8 3 Ne6 Ke8 4 Nc5) 3 Qb4 Kc7 (3...Kc6?? 4 Rcl#) 4 Ne6! Kb8 5 Qf4 Rc7 6 Nc7 Qc7 7 Re8#

The text, 1...Kf8, is a witty reply as white cannot take the Qd7 because of mate by ...Rc1.

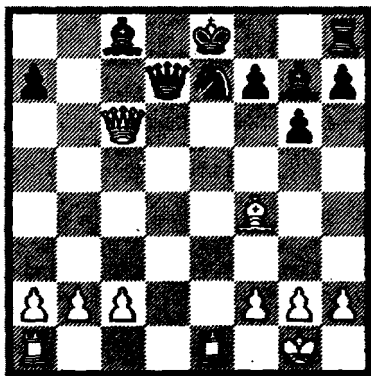
2 Rf7!

Again, if 2...Qf7, 3 Rc8 wins easily.

2...Kg8 3 Rg7! 1-0.

(a) If 3...Kg7, 4 Qd7 is check leaving no time for black's ...Rc1#.

(b) If 3...Kh8 4 Rh7 Kg7 5 Rg7! Kh8 6 Qh4 Kg7 7 Qh7 Kf8 8 Qh8 Ke7 9 Qg7 Ke8 10 Qg8 Ke7 11 Qf7 Kd8 12 Qf8 Qe8 13 Nf7 Kd7 14 Qd6#



3. Jon-Janovsky

Manheim 1914

White to play.

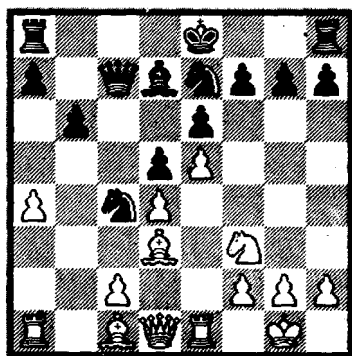
The attacking idea in No.3 is similar to that in Nos. 1 and 2.

1 Re7! Ke7 2 Re1 Kf8

If 2...Kd8 3 Bg5 f6 4 Bf6 Bf6 5 Qf6 and 6 Qh8.

3 Bd6 Kg8 4 Re8! Bf8 5 Rf8 Kg7 6 Qc3 1-0.

If 6...Kh6 7 Bf4 Kh5 8 Qf3 Kh4 9 Bg3 Kg5 10 Qf4 Kh5 11 Qh4#



4 Dueball-Burnett

W.Germany 1970

White to play

Black has a very strong out-post for his knight at c4 but he has got it at the cost of castling which would complete his development. He is now just about to castle on the king-side as the queen-side is too exposed for his comfort but White stops it.

1 Ng5! h6

If 1...0-0? 2 Bh7, or if 1...0-0-0? 2 Nf7.

2. Qh5! g6

If 2...0-0 3 Nh7 Rfc8 4 Bh6! gh6 5 Qh6 there is no defence against the threat of Nf6#

Comparatively better would be 2...Rf8 giving up the right to castle on the king-side. The same could then continue 3 Nf3 0-0-0 4 Ba3 and white's assault on the enemy king has already begun.

3 Qh4 Nf5 4 Bf5 gf5

4...ef5 would be even worse after 5 e6! (a typical thrust in such positions) 5...fe6 6 Ne6 and black is totally lost. This idea is worth keeping in mind.

5 Nf7! Kf7 6 Kf6 Kg8

The white queen has entered the black position by sacrificing a knight. Note that the two black rooks are still not connected with each other. 6...Kg8 is forced because 6...Ke8? loses the Rh8. White cannot mate

with just one queen, he needs one more piece. The black Nc4 appears to effectively control both a3 and e3 squares through which the white rooks can join in the attack. White must be inventive: When the final prize is mate what is a rook or knight?

7 Ra3! f4

If 7...Na3 8 Qg6! Kf8 9 Ba3 Qc5 (forced) 10 dc5.

8 Bf4 Na3 9 Re3 Be8 10 Rg3 1-0.

Chapter 45

Rook Versus Pawns

After an interesting middle game where pieces and pawns are sacrificed and counter-sacrificed, it is possible to reach endgames with imbalances in material. For example, there could arise a bishop against one, two or even three pawn ending. Or a knight against two pawn ending. To evaluate who can try to win and who must try to draw one must consider all the factors-how far the pawns are advanced, the relative king positions and the effectiveness of the piece in that specific position.

We are now going to discuss endings where one or more pawns battle a rook, or, a rook battles one or more pawns.

Rook Versus One Pawn

We start with the rook handling just a single pawn. The basic idea for the superior side is to block the pawn with his king and then capture it. The defending side would try to draw the game by pushing his pawn to the queening square and forcing the opponent to give up his rook. If the pawn cannot be blocked, then the superior side wins if his rook and king could simultaneously control any square in the pawns path. Wherever we mention "the superior side" we mean the side with the rook and by the "defending side" we mean the side with pawn or pawns even though sometimes it is the player with the pawns who is trying to win.

See diagram

Diagram 1

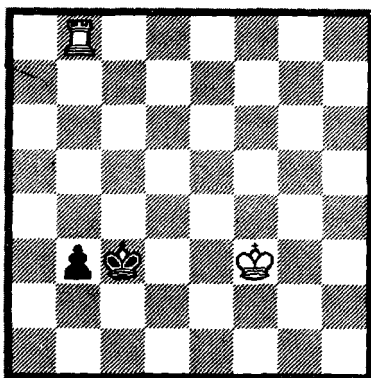
1a) White to play wins

1b) Black to play draws

1a) White to play

White to play must move his king closer to the pawn or to b1 its queening square as his rook is already ideally placed behind the pawn on the b-file.

1 Ke2...



After 1 Ke3? b2 the king cannot get near the vital b1 square: 2 Rc8 (2 Ke2 Kc2!) 2...Kb3 and white can only draw.

1...Kc2

If 1...b2? 2 Kd1 and the black king must move away from the pawn. However the purposeless 2 Rc8 would only draw after 2...Kb3.

2 Rc8

This is the right time to check the king and force it onto the path of his own pawn.

2...Kb2

If 2...Kb1 3 Kd2 b2 4 Rb8 Ka2 5 Kc2 wins.

3 Kd2 Ka2 4 Kc3 b2 5 Ra8 Kb1 6 Rb8 Ka1

(Black hopes for a stalemate after 7 Rb2?) 7 Kc2! and the pawn falls.

1b) Black to play

This is quite simple as the pawn is too far advanced. **1...b2 2 Ke2 Kc2 3 Rc8 Kb3 4 Rb8 Kc2=**

In the above example the king of the superior side approached the pawn from the same side as the enemy king. Quite often in

such endings the king approaches the queening square from the other side.

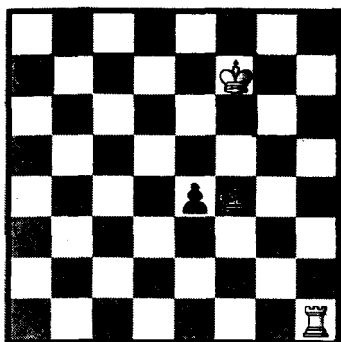


Diagram 2

2 White to play wins.

In Diagram 2 the white king travels to the queen-side to reach d2 and jointly control the queening square e1 with his Rh1.

To calculate whether the king can catch the pawn in time we must count the number of moves it takes for the king to reach d2 and compare it with the number of moves taken by black's pawn to reach e2 and the black king to reach f2. The white king moving first takes the route e6-d5-c4-c3-d2 and reaches d2 in 5 moves. On the other hand, black takes four moves to take his pawn to e2 and his king to f2. But as white moves first he reaches d2 just after black reaches e2 and f2 and thus he has double control over the queening square and wins.

1 Ke6 e3

If 1...Ke3 2 Ke5 and if now 2...Kd3 3 Kf4 or if 2...Kf3 3 Kd4 reaching the opposite side anyway.

2 Kd5 e2

3 Kd4 Kf3

4 Kd3 Kf2

5 Kd2

White controls the queening square e1 with both king and rook and therefore wins.

You will note that we have marked off 13 squares in the top of diagram 2. If the white king is placed in any of those squares he cannot win. For example, let us place it on a7. From a7 also the king takes the same five moves to reach d2 as from f7, but there is a small feature which denies white victory.

1 Kb6 Ke3!

If 1...e3? 2 Kc5 and the white king reaches d2 as it did from f7. With 1...Ke3, black prevents the white king from getting to d2.

2 Kc5 Kd3!

3 Ra1

If this rook had already been here, white could win with 3 Ra3 Kd2 4 Kd4 with double control of e3. So this is the small feature that denies white victory. If the rook had been at a1 instead of at h1 in the diagrammed position, white could win even if his king were at a7.

Also 3 Kd5 trying to reach f2 falls short by one move: 3...e3 4 Ke5 e2 5 Kf4 Kd2 6 Kf3 e1Q=

3...e3

4 Ra3 Kd2

5 Kd4 e2

6 Ra2 Kd1

7 Kd3 e1=N!

Of course 7...e1=Q loses to 8 Ra1# This promotion of a pawn into a knight draws in similar positions with all pawns except the a and h pawns.

See diagram

3 White to play wins.

In Diagram 3 the rook is best behind the pawn along the file and not along the rank.

1 Kd2 Kb2

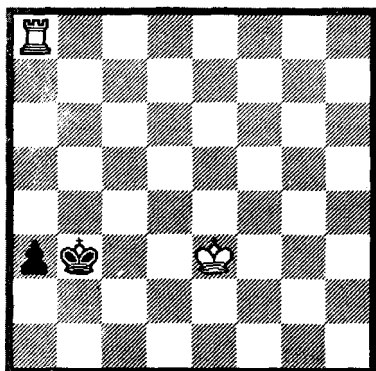
If 1...a2 2 Kc1 and the pawn is lost.

2 Rb8 Ka2

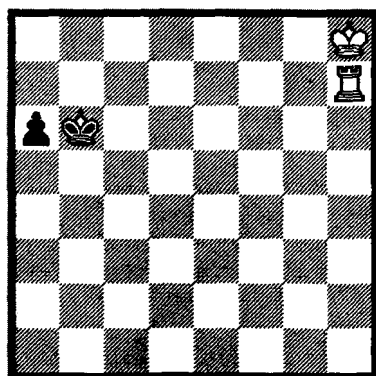
If 2...Ka1 3 Kc2 a2 (if 3...Ka2 4 Ra8 Ka1 5 Ra3#) 4 Kb3! Kb1 5 Ka3 Ka1 6 Rh8 wins.

3 Kc3 Ka1

4 Ra8 Ka2



If 4...a2 5 Rh8 Kb1 6 Rh1#
5 Ra7! Ka1
 If 5...Kb1 6 Ra3 Kc1 7 Ra1#
6 Ra3 Kb1
7 Ra8 Kc1
8 Ra1#



4 Black plays, white wins.

In diagram 4 the pawn and its king are far from the queening square allowing white new tactical tricks.

1...Kb5

If 1...a5 2 Rh5 a4 3 Kg7 (with the black king unable to escort his pawn the white king

marches forward freely) 3...a3 4 Rh3 a2 (The black king is too far from its pawn to support it in time.) 5 Ra3+-

2 Rb7...

If 2 Kg7 (2 Ra7? a5) 2...a5 3 Kf6 a4 4 Ke5 Kc4! 5 Ra7 Kb3 6 Kd4 a3 7 Kd3 a2 and white cannot prevent...Kb2.

2...Kc5

3 Ra7 Kb6

If 3...Kb5 4 Kg7 and white wins because in comparison with the analysis after white's second move white has got Ra7 free of cost with the black king wasting a move with Kc5 and then Kb5.

4 Ra8 Kb7

5 Re8 a5

6 Re5...

White could also win with 6 Kg7. The text move cuts the king off from the pawn. This is possible when the king is on the third rank or still behind as here. The superior side then waits for the pawn to advance beyond the immediate supporting range of the king, then attacks it from the side, and then when the pawn is one square from queening, attacks it from the rear and wins it.

6...Kb6

7 Kg7 a4

8 Kf6 a3

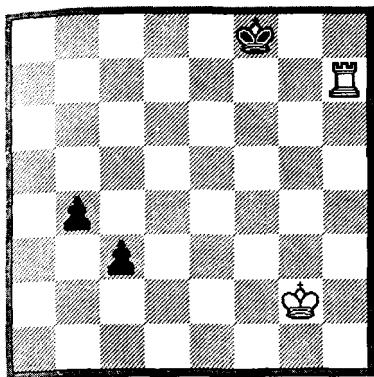
If 8...Kc6? 9 Ra5. Or if 8...Ka6 marking time, the white king walks to the pawn via f5-e4-d3-c3-b4.

9 Re3 a2

10 Ra3

Rook Versus Two Pawns

If the king of the superior side (the one with the rook) is in front of the pawns the win is always certain, even if the pawns are connected. We are going to examine only cases where the king is far away. If the pawns are not connected, the rook can win easily. But it is another matter if the pawns are connected because they could even win against the rook.



5 Whoever plays wins.

White to play wins by

1 Rc7...

As a general rule it is best for a rook to attack a passed pawn from the rear and not along the side. Here, for example, if 1 Rh3? c2 2 Rh1 b3 3 Rc1 b2 and black wins. After 1 Rc7! the black pawns are immobilised as any pawn move would lose a pawn. And if there is a choice of pawns to attack, the one which is more advanced.

1...Ke8 2 Rc4 Kd7 3 Rb4 and wins.

Black to play wins by simply pushing his pawns: **1...c2 2 Rc7 b3 3 Rc3 b2 4 Rc2 b1=Q** wins.

In this example we note that the two kings played hardly any role and did not influence the outcome in anyway. From this we conclude that if the pawns have advance to the 6th rank they can win against the rook if the king is far away. If they are only at the 4th and 5th ranks they lose.

See diagram

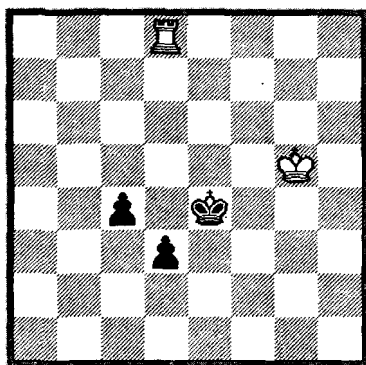
Diagram 6

6a) White plays and draws

6b) Black plays and wins

Diagram 6 is most likely to occur in practice and it is important for players to understand how they are played. It should be repeated here that the rook is ideally placed behind the pawns as in the diagram.

a) White to play.



1 Kg4

If 1 Rc8 d2! 2 Rc4 Ke5 (2...Ke3 3 Rc3 Kd4 4 Rd8! Ke3=) 3 Rc8! Ke4 4 Rd8 Ke3=

1...Ke3

A good attempt but still not good enough to win would be 1...c3 2 Re8 Kd4 3 Kf4 (Not 3 Kf3? c2 4 Rd8 Ke5! 5 Kc8 d2-) 3...c2 (If 3...d2 4 Rd8 Ke4 5 Ke3+-) 4 Rd8 Kc3 5 Rc8 Kd2 6 Ke4 Ke2 7 Kd4 d2 8 Rc2=

2 Re8 .

This check drives the black king into a square obstructing his own pawn.

2...Kd2

If 2...Kf2 3 Rd8 Ke2 4 Re8 Kd1 5 Rc8 white wins the c-pawn and sacrifices his rook for black's last pawn to draw the game.

3 Kf3! c3

4 Rc8

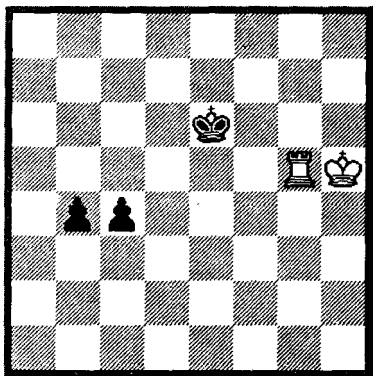
White follows the general rule of playing the rook behind the unobstructed pawn. This position is drawn because if 4...c2 5 Kc4 c1=Q 6 Rc1 Kc1 7 Kd3= or if 4...Kc2 5 Rd8 d2 6 Ke2. From these last two variations we see the importance of white's 3 Kf3 because from f3 the king could go to either e4 or e2 according to black's play.

If in the diagram position the white king were at g4 (instead of at g5) then white's king is better placed and white wins: 1 Re8 Kd4 2 Kf3 Kc3 (If 2...c3 3 Rd8 Kc4 4 Ke3 d2 5 Ke2 Kb3 6 Kd1) 3 Rc8 (If 3 Ke3? Kc2 4 Rd8 c3 5 Rd3 Kb2 and strangely white must

give up his rook for the pawn.) 3...Kd4 4 Kf2 c3 5 Ke1 and white wins as his king has got under the pawns: 5...c2 6 Kd2 Ke4 7 Rc3+-

If, in the diagram position the white king were at g3,g2 or g1 white to play wins by 1 Kf2 and if it were black to play he would win by 1...c3 2 Re8 Kf5 as further checks would allow the black king to move back towards the rook along the e and f-files.

Again, if in the diagrammed position the white king were at f6, or c6 or d6 white to play would draw by attacking the pawns by the king from the rear: 1 Re8 Kf3 2 Rd8 (attacking the pawn which is more advanced is always a good policy) 2...Ke2 3 Re8 Kd2 4 Ke5 c3 5 Kd4 and if now 5...Kc2 6 Rc8 with a draw in both cases. And if it were black to play no calculation is necessary to see that black wins after 1...c3 as the white king is too far away from the scene of queening.



7. Whoever plays wins.

In Diagram 7 white has three ways of trying for a win. Two of them are successful, but not the third one.

1 Kg4

The wrong way is 1 Rb5? c3! 2 Rb4 Kd5! 3 Rb8 Kd4 4 Rc8 Kd3 5 Kg4 c2 6 Kf3 Kd2=

The other winning alternative is 1 Rc5 c3 2 Kg4 (if 2 Rc4? Kd5 3 Rb4 c2 4 Rb5 Kd6 5 Rb6 Kc7-+) 2...Kd6 3 Rc8 (3 Rc4? Kd5! 4

Rb4 c2 -+) 3...Kd5 3 Kf3 Kd4 5 Ke2 b3 6 Rb8 b2 (6...Kc4 7 Kd1 and black must concede vital squares to the enemy king after either b2 or c2) 7 Kd1 Kd3 8 Rd8 Kc4 9 Kc2 wins.

1...c3

If 1...b3 2 Rb5 (attacking the leading pawn) 2...Kd6 3 Kf3 and the white king quickly arrives in front of the pawns: 3...Kc6 4 Rb8 Kd5 5 Ke3 Kc5 6 Kd2 Kd4 7 Rd8 etc. Or if 1...Kd6 2 Kf3 and the white king has made progress while the black pawns stay put and the black king is still separated from the pawns.

2 Rc5!

It would be too dangerous to allow both pawns onto the 6th rank as we already mentioned at the conclusion of Example No5.

2...Kd6

3 Rc8 Kd5

4 Kf3 Kd4

5 Ke2+

Black to play has a choice of two pawn moves, only one of which wins. 1...Kd6 does nothing to advance the pawns and is not to be considered.

1...c3!

If 1...b3? 2 Rb5 Kd6 3 Kg4 Kc6 4 Rb8 Kd5 5 Kf3 Kd4 6 Ke2 Kc3 7 Ke3 Kc2 8 Kd4 c3 9 Rc8=

2 Rc5 Kd6

3 Rc8 Kd5

4 Kg4 Ke4!

This is the only move to win. To the straightforward 4...Kd4 white draws by 5 Kf3 with a similar manoeuvre as in e.g., 6a: 5...Kd3 6 Rd8 Kc2 7 Ke3 b3 8 Rb8 b2 9 Kd4 Kd2 10 Kc4=

5 Kg3

If 5 Rc4 Kd3 6 Rb4 c2 7 Rb3 Kb4 and white wins as seen earlier in a similar position. Or if 5 Re8 Kd3 6 Rd8 Kc2 7 Kf3 b3 and the white king is unable to control the queening.

5...Kd3

- 6 Kf3 b3
- 7 Rd8 Kc2
- 8 Ke3 b2 and black wins.

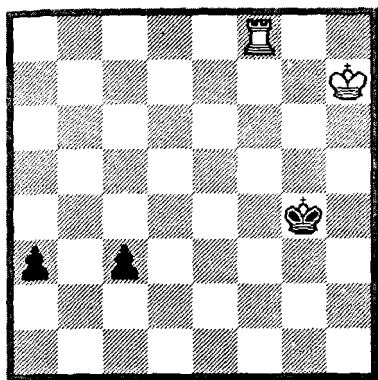


Diagram 8

- 8a) White to play wins
- 8b) Black to play draws
- 8a) White to play

Disconnected pawns as in the diagram are weak, especially if they are not advanced beyond the sixth rank. If white plays 1 Ra8 then comes 1...c2 2 Rc8 a2 and one of the two pawns queens. Thus 1 Kg6? is answered by 1...a2 (1...c2 2 Rf1 Kg3 3 Kf5 Kg2 4 Rc1 and white is threatening to capture c2 with check.) 2 Rf1 Kg3 3 Kf5 Kg2 4 Ra1 Kf3 5 Ra2 Ke3 and white must give up his rook for the pawn. Therefore white must do something forceful.

1 Rf2!...

Isolated pawns are best controlled from the flank. From f2 the rook prevents both pawns from crossing a2 and c2.

1...Kg3

2 Rc2+-

8b) Black to play.

1...a2

1...c2 also draws, but not 1...Kg3? because when the king is on the third rank the

rook could capture one of the two pawns with check and then capture the other one too: 2 Ra8 c2 3 Ra3 Kf4 4 Rc3 winning.

2 Rf1 e2

3 Kg6 Kg3

4 Kf5 Kg2

5 Ra1 Kf3

Not 5...Kf2? 6 Ra2 and 7 Rc2.

6 Ke5 Ke3

7 Kf5...

If 7 Kd5 Kd3 8 Ke5 Kc3 9 Ke4 Kb2 10 Kd3 c1=Q! (10 Ka1? Kc2 stalemate) 11 Rc1 Kc1 and the a-pawn queens.

7...Kd3

8 Kf4 Kc3

9 Ke3 Kb2

10 Kd2 Ka1 11 Kc1 stalemate.

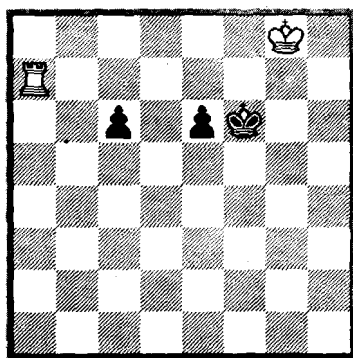


Diagram 9

9a) White to play wins

9b) Black to play draws

9a) White to play

1 Kh7...

White cannot capture a pawn with 1 Rc7 e5 2 Rc6 Kf5 3 Kf7 e4 4 Re6 Kf4 because the rook is blocking the king's path to the queening square via the queen-side. The move played, Kh7 is good as the king starts indi-

rectly moving in the direction of the pawn it is not clear yet which pawn the rook should keep under surveillance.

1...e5

If 1...e5 2 Kh6 and the king gets under the pawns for if 2...Kf5 3 Kh5 e5 4 Kh4 Kf4 (White was threatening to play Kg3 and getting under the e-pawn.) 5 Kh3 Kf3 6 Kh2 (threat 7 Kg1) 6...Kf2 7 Re7+-

And if 1...Kg5 2 Re7 Kf5 3 Kh6 and once again the white king will walk down the h-file till he is allowed into the g-file and eventually under the e-pawn

2 Kh6 Kf5

If 2...e4 3 Ra5! cuts the king off the e-pawn and then attacks the e-pawn when it reaches e3 and could not be supported by the king as in the notes to the first move of Example No.4

3 Kh5 e4

4 Kh4

White gives priority to stopping the most advanced pawn, the e-pawn.

4...Kf4

5 Rf7

This check helps his king get into the g-file.

5...Ke3

6 Kg3 e5

7 Rc7 Kd4

8 Kf2 e4

9 Ke2 Kc3

If 9...c3, 10 Rc8 wins the c-pawn, immediately.

10 Ke3 Kb3

11 Ke4 c3

12 Kd3+-

If black is to play he draws by 1...e5 2 Kh7 Kg5. But he will lose if he plays 1...c5 2 Rc7 Ke5 3 Rc5 Kd4 4 Rcl e5 4 Rd1 Kc3 6

Re1 Kd4 7 Kf7 e4 8 Kf6 e3 9 Kf5 Kd3 10 Kf4 e2 11 Kf3+-

Rook vs. Three Pawns

The defending side will have good chances if the pawns are connected. The superior side usually wins if the pawns are not connected and his king is not farther away than the other king.

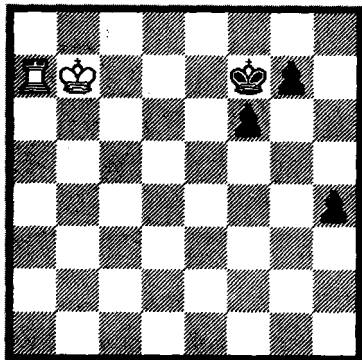


Diagram 10

10 Fazekas-Klein

Buxton, 1950

Black to Play

If it was white's turn to move he could win with 1 Kc6 Ke6 (If 1...Kg6 2 Kd5 Kh6 3 Ke4 and white should win.) 2 Rg7 (this shatters black's possible wave of pawns) 2...f5 3 Kc5 (As we have already learnt white must get his king under the pawns.) 3...Ke5 4 Re7 Kf4 5 Kd4 h3 6 Rh7 Kg3 7 Ke3 f4 (if 7...h2 8 Rg7 Kh3 9 Kf2) 8 Ke2 Kg2 9 Rg7 Kh1 10 Kf2 and wins.

Let us see how the game went. 1...g5 2 Kc6 Ke6 White must not allow the white king to get closer to the pawns. 3 Ke5 Ke5 4 Kc4 Ke4 5 Re7 Kf4 If 5...Kf3 6 Rf7. 6 Kd3 f5 7 Ke2 g4 If 7...Kg3? 8 Re5

8 Kf2 Kg5

Black finds that he cannot push through his pawns to win and therefore decides to keep his king behind his fortress of pawns

and get a draw. If 8...h3 9 Rg7 or if 8...g3 Kg2 give white winning chances.

9 Rh7 h6 10 Rg7 Kf6 11 Rg8 Kf7 12 Ra8 Kg7 13 Kg3 Kf7 14 Kf4 Kg7

Black prevents the rook from attacking his pawns from the rear and waits for white to capture f5 on which he will push g4-g3.

15 Ra5 Kg6!

If now 16 Rf5 h2 and black wins!

16 Rb5 Kh6!

17 Rd6 Kg7

18 Rc6 Kf7

19 Rh6 Kg7

20 Rh5 Kg6

21 Rg5 Kh6

22 Rg8 Kh7

23 Rf8 Kg6

24 Rg8 Kh7

Finally a draw! Black had to be careful right upto the end. If 24...Kh6? 25 Kf5! +- Also, if 24...Kf6? 25 Rg5+- Check these yourself!

Chapter 46

The Pawn Storm

The brand of chess recommended to players who are very young and those who are not so young but still love excitement is the one where the players castle on opposite sides and attack the opponent's castled position with pawns. If the opponent castles on the king-side, then castle on the queen side, and if he castle on the queen side, then castle on the king side. The idea is that you throw your pawns on your opponent's castled position in a violent attack. If you castle on the same side as your opponent, maybe you could still throw your pawns forward in assault but as these very pawns provide a natural shield for your king when they are on their original squares, their movements could seriously weaken your own castled position and provide dangerous attacking prospects to your opponent.

When your pawns advance against the castled position of your opponent, they drive away the knights and bishops which might be on the way. As a result, only the king and his three pawns remain in the castled position. This is often the point at which the king is weak and vulnerable to a quick tactical attack. If the attack is delayed to bring up reserves before launching the attack, then the opponent might have the time to prevent the attack and the attack might never take place. Thus timing is very important in such situations and one learns a lot by practical experience. When former World Champion Mikhail Tal was a school boy it is said that in the few minutes recess between classes he and his friends used to play many, many games at high speed; and they always castled on opposite sides and hurled each others pawns at the opponent's king searching for mating attacks all the time. They would open up the opponent's castled position by pushing and sacrificing pawns and finally even sacrifice pieces to mate the king.

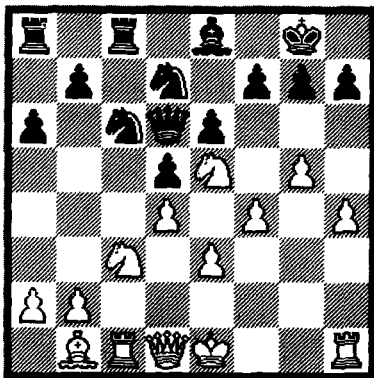


Diagram 1
1 Jalilof-Kengerlinsky 1970
 White to play

In No. 1 if white plays the obvious 1 Qc2, then comes 1...g6 when black could put up a stubborn defence. It must be noted that in such positions even though the black bishop on e8 is a bad bishop because it runs on white squares while its pawns are fixed on white squares, it is a good defence for g6 which holds the key to black's castled position. Therefore white prevents ...g6.

1 g6!!

This is a typical way to open up black's castled position. 1 h5 is met by 1...g6

1...fg 2 h5!

This is the idea behind 1 g6. Without making any move the Rh1 is already developed and ready to attack the black king.

2...gh5?

Black is unaware of the seriousness of the position. This capture opens up his own castled position. One should not open up that section of the game where he is under attack. Better for black would be 2...Nce5 (ex-

changing off white's well placed knight and opening up the c-file for his Rc8) 3 fe5 Qe7 and if now 4 hg, then 4...h6 to be followed by 5...Nf8 when black has a solid position and the white bishop has no role in the game except to defend g6. In the actual game white's attack rages unhindered.

3 Rh5!! Bh5 4 Bh7!!

It is important to strike immediately though in this case even after 4 Qh5 white could win: a) 4...g6 5 Bg6 Nde5 (5...hg6 6 Qg6 mates) 6 Qh7 Kf8 7 fe5 Qc7 (7...Qe7? 8 Qh8#) 8 Qh8 Ke7 9 Nd5! (This opens up the c-file for the Rc1) 9...ed5 10 Qf6 Kd7 11 Qf7 Ne7 (11...Kd8 12 Qe8#) 12 Bf5 Kd8 13 Qf8#. b) 4...Nf8 (This seems to defend h7 adequately and 5 Qf7 could not do much damage but from this position white has a forced mate in 3 moves. Try to find this without seeing the further continuation!) 5 Bh7!! Nh7 6 Qf7 Kh8 7 Ng6#; 6...Kf8 7 fe5

4...Kf8

Capturing the bishop would lose immediately: 4...Kh7 5 Qh5 Kg8 6 Qf7 Kh7 7 Kd2 for 8 Rh1#

5 Qh5 Nde5 6 fe5 Qe7 7 Ke2 Ne5 8 Rf1! Nf7 9 Bg6 1-0.

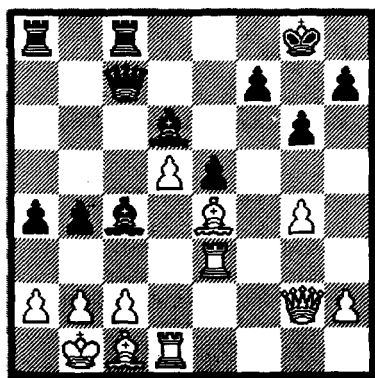


Diagram 2
2 Honfi-Tal 1972
Black to play

In No.2 which pawn should black push and open up white's castled position? Cer-

tainly not 1...a3? 2 b3 when white might even be better. 1...b3 involves a sacrifice because white has 3 forces to take on b3 while black has only two to retake. But when you are going for the king, pawns and even pieces could be tossed away to open up lines of attack. Let us see how Tal continued.

1...b3!! 2 cb3 ab3 3 ab3?

The losing side makes the same mistake as in No.1, opening up the position where the attack is threatened. However, here 3 ab could have been a winning move but for the genius of Tal and his good foundation in his school days. 3 a3 blocking the position would have put up a better defence. 3...Be2!! This would be classified under 'line opening' in chess tactics. Black wants to control the c-file before threatening Q-a5-a2# Now white cannot capture the bishop with his rook as the rook is needed to move to c3 and provide an escape square for his king at c2. But Tal has accounted for every contingency!

4 Qe2 Qa5 5 Rc3 Qa2

This is the right square to give check because when the king goes to c2 the b2 pawn would be pinned.

6 Kc2 Rc3! 7 Kc3 Bb4! 8 Kb4

The acceptance of the second bishop is forced. If 8 Kc2 Rc8 is curtains. And if 8 Kd3, Qb3#!

8...Qa5 9 Kc4 Qa6 0-1.

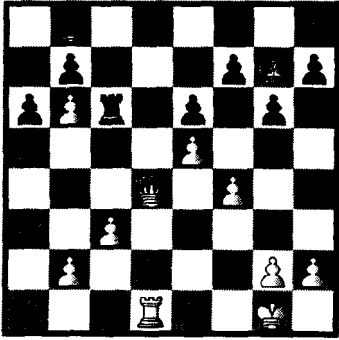
See diagram

3 Stanciu-Ghinda 1974

White to play

How do you evaluate No.3?

White is better because he has a pawn more and black has no compensation. Further, white controls the four central squares and the only open file. Black has a fianchettoed setup on the king side but the bishop is missing. In such a position one says that black has a black square weakness. White made use of this weakness by a pawn assault.



1 f5! g5 This is forced. If black does nothing about the f5 pawn it would advance further to f6 and create hideous threats to the king. If 1...e2 e6 Kg8 (If 2...Kh6 3 Qh4# or if 2...f6 3 Qd7 Kh6 4 e7 Rc8 5 Rd6 and white wins easily.) 3 Qd8 Qd8 4 Rd8 Kg7 5 e7 wins. **2 Qh4!** White has the terrible threat of 3 Qf6 Kg8 4 Rd8+ - 2...h6 Other moves were no better. If 2...Qe5 3 Qg5 Kf8 4 Rd8# Or if 2...Rc8 3 Qf6 Kg8 4 Rd3 f4 5 Qf4 and black is helpless. **3 Qf6 Kh7 4 Rd8 1-0.** Black cannot parry the mate threat of 5 Qf7 and 5 Rb8.

The Sicilian defence abounds in possibilities of castling on opposite sides and pawn storming.

Th. Ernst-B.Alterman
Manila Olympiad, 1992

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3

This starts the Yugoslav Attack against the Sicilian Dragon. The plan is to play g2-g4, h2-h4-h5 etc. , while black storms on the queen-side with his a and b-pawns.

7...0-0 8 Qd2 Nc6 9 Bc4 Bd7 10 h4 Rc8 11 Bb3 h5

This move is one way of handling the pawn rush with h4-h5. More popular is to allow h4-h5 and avoid any weaknesses on the king-side.

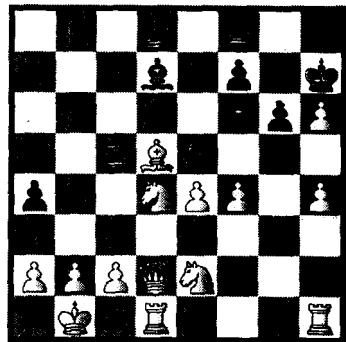
12 0-0-0 Ne5 13 Bg5 Rc5 14 Kb1 b5

When black's pawns rush up the board they gain tempi by attacking the Bb3 and Nc3.

15 g4 a5 16 gh5 a4 17 h6 Bh8 18 Bd5 Kh7!

This is a safe square to tuck away ones king, right under an enemy pawn. Even if white manages to get rid of his h4 pawn he cannot make his h6 pawn disappear. White has an extra pawn now but he has to contend with ...b4 poking at his knight.

19 Bf6 Bf6 20 f4 b4! 21 Nce2



21...Rd5! 22 ed5 Nc4 23 Qb4

Again the losing side opens up the position where he is being attacked. 23 Qd3 maintaining the position and threatening 24 h5 was preferable.

23...Qc7 24 Qc3 Bg4 25 Rhe1 Rb8 26 b3 Qc5

Black cannot win by 26...Be2 27 Re2 Na3 because of 28 Kb2. After the text (26...Qc5) black threatens 27...Na3 28 Kb2

Nb5 29 Qc5 dc5 and the pinned knight is lost.

27 Kc1?

If 27 Ka1? Na3 28 Qc5 dc5 and the pinned Nd4 falls. It is amazing how black's two bishops control the whole game by pins. Comparatively better would have been 27 Rd3 Bf5 28 Rf3 ab 29 ab Qa3 (threat 20...Rb3!) 30 Qc4 Rc8 31 Qc8 Bc8 and

black has the advantage though white is still in the game.

27...ab3 28 cb3

If 28 ab3 Qa3 29 Kb1 Ra8+

28...Qa3 29 Kb1 Bf5 30 Ka1 Qa2!! 0-1.

Chapter 47

Don't Blame The Blunder

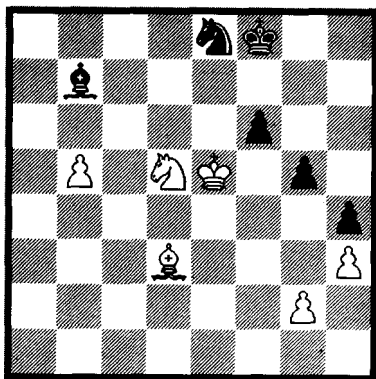
You would have often heard of the term 'blunder' in chess. What is a blunder? The dictionary defines blunder as 'a big mistake'. Who are the people who make big mistakes? Beginners, of course! So, when you stop making big mistakes you are already leaving the ranks of beginners and moving upward. When your opponent threatens to capture your queen, you might move some other piece according to your original thinking and therefore lose your queen. You might also place your queen or rook or some other piece on a square controlled by your opponent's pieces and lose it. Or you might expose a piece by moving a pawn and lose the piece. These are clear cases of a blunder. At your level, blunders occur because no attempt is made to understand the opponent's simple threats. You are carried away by your own plans and completely forget that you have an opponent and that he has bad plans for you!

I remember a game that I played against K.K.Shukla in the penultimate round of the 1963 National Championship at Bombay.

In an equal position Shukla gave a check. I saw that my normal reply would give him a draw by perpetual check and moved my king to a4 where I saw no perpetual check. And there it was mated in just one move! How do you explain this? This was due to sheer carelessness coupled with great confidence in my position. This characteristic of analysing one variation in great depth and then discarding it and plunging into a variation with hardly a thought has been my big problem. If you have the same problem you should make a conscious effort to spend adequate but reasonable time on all variations in a position so that you are not caught on the wrong square.

Grandmasters are not prone to beginner's blunders though in one famous case

Petrosian left his queen to be taken in the 1952 Zurich Candidates Tournament.



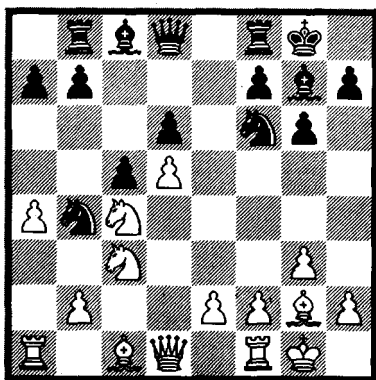
1.Short-Belyavsky

Linares 1992

White to play and lose!

Looking for victory Short avoided 1 Nf6 which draws and played 1 Ke6 when 1...Bc8 was mate.

Sometimes a player may not understand a tactical point and become a victim. In such cases, it is not a blunder but it is inexperience. Take No.2 for example.

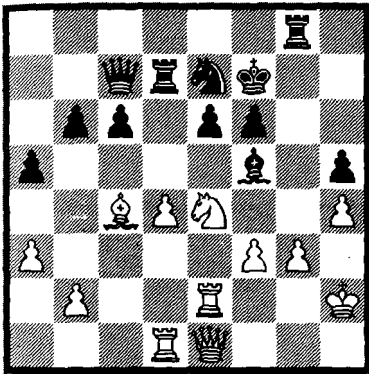


K.J.Parel-M.Aaron
Bombay 1963

Black to play and lose.

White has just set up a threat to win a pawn through the tactic of attraction. I didn't see it and went through with my plan and played the thematic **1...a6?**

The reply was **2 Nd6!** and I could not play **2...Qd6** because **3 Bf4** wins the **Rb8**. Thereafter I had no chance and lost. Now, if a beginner had played **1...a6**, it would be attributed to inexperience. But at my level of play, it was clearly a blunder.



Timman-Karpov
Linares 1992
White to play

White had to make his 39th move and probably both players were running short of time. Timman played **39Rc1?** blundering away the d4 pawn. **39...Rd4 40 Nf6??** (White blunders again because black now has the chance to win with **40...Rh4 41 Kg2 Bh3 42 Kf2 Qg3 43 Ke3 Qe1 44 Rce1 Kf6** winning easily)

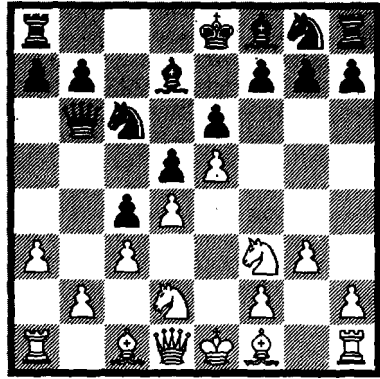
40...Kf6??

Karpov misses his chance as shown above.

41 Re6! Be6 42 Qe6 Kg7 43 Qf7 Kh6

If **43... Kh8 44 Qf6 Rg7** (If **44...Kh7 45 Bg8** first and then **46 Qd4**) **45 Qh6 Rh7 46 Qf8 Ng8 47 Qg8#**

44 Qf6 Ng6 (if **44 Rg6 Qh8#**) **45 Qd4 1-0.**

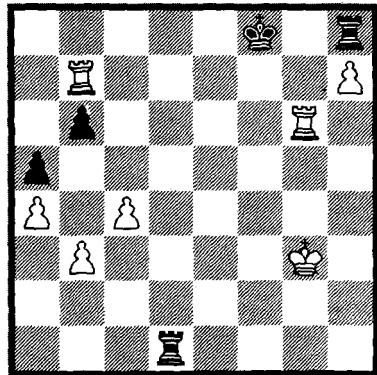


4. Illescas - Yusupov

Linares 1992

Black to play and lose.

For Yusupov, the move that he played here, **1...Nge7??** is a blunder because white replied **2Be4!** and the bishop could not be captured because of **2... d4 3 Nc4 Qa6 4 Nd6 Kd8 5 Nf7** and **6 Nh8**.



5. White to play

No.5 is a game between two WGMs in Europe. White to move played **1 Rg8?? Rg8 2 Rg7 Rg7** and black won. One commentator described this as the ugliest double rook sacrifice in chess history. Why did white

throw away two rooks and resign? Her idea was that after 1 Rg8 Rg8 she will play 2 Rb8 K-moves 3 hg8=Q. Accordingly when she picked up her rook to play Rb8 she was shocked to see that her king was under check. Having touched the Rb7 she had to move it and it lost its life on g7. If she had noticed the check before picking up the rook she could have still played 2 hg8 Kg8 3 Rb6. In this case too it was a blunder. White could have won easily by 1 Rf6 Ke8 2 Rb8 Rd8 (if 2.. Ke7 3 Rh8 Kf6 4 Rf8 and 5 h8Q) 3 Rd8 Kd8 4 Rf7 Ke8 5 Rg7 Kf8 6 Ra7! and black must finally play ...Ke8 allowing Ra8 and Rxh8.

Even though this example illustrated a blunder, its also has a moral: Never resign!

Your opponent might still get crazy ideas and hand over the game to you. No advantage is ever got by resigning a game.

I have often heard players claim that they lost due to a blunder. But when I see their games there is no blunder, just stupid play. Players do not like to admit that they were outplayed, that their ideas were wrong. They like to throw the blame on the poor 'blunder' and sleep easily.

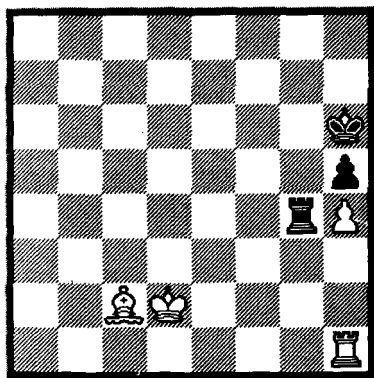
That is not the road to becoming a strong player.

Chapter 48

Simple Rook Endings

The most common endgame that occurs is the rook and pawn ending. The reason is that the rooks are not very active in the middlegame and are content to guard the first rank and occupy open files when the occasion arises. Mostly, the queens, knights and bishops play the main role in the middlegame and get exchanged off in the course of play leaving the rooks to enter the battle in the endgame.

Sometimes rook endings are tricky. You are a pawn up and hope to win but the opponent's rook does crazy things threatening perpetual check or getting into a stalemate. For instance take the following position:



1 Grabarczyk-Macievsky
1993 Polish Championship
White to play

White has a bishop more and hopes for an easy win. The king must move towards the pawns, so he played 1 Ke3? Black replied with the startling rook offer 1...Rg1!! and the players agreed to a draw. If 2 Rg1, it is stalemate. Or if 2 Rh2 Rg2! or if 2 Rh3 Rg3! all lead to stalemate. Or if 2 Be4 Rh1 3 Bh1 Kg7 and black draws by giving up his

h-pawn and staying in the h8 corner as white's white square bishop does not control the black h8 square. (We have already demonstrated on how a lone king draws against a rook pawn and a bishop which is not of the same colour as the queening corner.)

What should have white played instead of 1 Ke3? He should have played 1 Bd1 and then manoeuvred his king to g3 to protect the h4 pawn and thus release his Rh1 from the need to defend h4.

There is a simple rule for rook endings: A rook belongs behind a passed pawn. Take a simple case where a white pawn is on d6 and a white rook on d8 (in front of the pawn) while the black king is on e6. Neither the pawn nor the rook could move. If 1 Rd7 the rook is 'en prise' (a French chess term which means the rook is on take) or if the rook moves elsewhere black simply plays Kxd6. And if 1 d7 then 1...Ke7 forces the rook to move away abandoning the pawn. Suppose that the rook is behind the pawn at d1 instead of at d8, then white is actually threatening 1 d7 as the Rook is no longer at the vulnerable d8. Even if the d6 pawn is blocked, the rook has enough safe squares along the d file to keep supporting his d6 pawn.

This is when the rook is on the offensive. Even for defensive purposes, the rook belongs behind the passed pawn of the enemy. For example, place a white rook on e1, a black pawn on e3 and a black king on f3. Black easily collects the rook for the pawn in a few moves: 1...Kf2 2 Ra1 e2 3 any move, e1=Q 4 Re1 Ke1.

White had only one free move to make on the third move as all the other moves were forced. Now place the rook behind the pawn on e8. The game can go 1...Kf2 2 any move, e2 3 any move, e1Q 4 Re1 Ke1. So you see that with the rook placed behind the pawn white had two free moves instead of only one when the rook was in front.

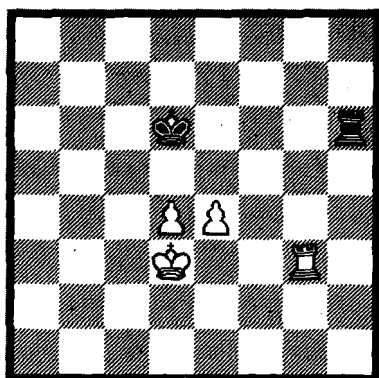


Diagram 2

2 White to play

In No.2 white has two connected passed pawns in the centre and should win easily. But he has to be careful. For example, if white plays 1 e5?? Kd5 and it is impossible for white to win; his rook has to stay on the third rank preventing ...Rh3 and his king must keep defending the d4 pawn.

White's best move is to move up his pawns and king together. The king should defend his pawns while the pawns gradually advance and also shield the king from checks by the enemy rook. The idea is to control the squares in front of the black king and then check with the rook, forcing the king to move backwards.

Correct play could be: 1 Kc4 (Now the main threat is 2 Ra3.) 1...Rh4 (If 1...Kd7 2 Rg7 Kc6 [2...Kd6 3 Ra7] 3 e5 Kb6 4 Rf7 Kc6 5 d5 Kb6 6 Rf6! exchanges rook and wins.) 2 Rg6 Kc7 3 e5 Kd7 4 Kd5 This is the way to advance the king and pawns together.

The black rook can give no harassing checks. Now the threat is 5 Rg7. 4...Rh1 If 4...Rh7, then 5 Ra6 threatening 6 Ra7. 5 Rg7 Ke8 6 Kd8 If 6 Ke6, Rh6. 6...Ra1 If 6...Rh6? 7 e6 Rh8 8 Rh7 wins.

7 e6 Ra6 8 Ke5 Ra1 9 d5 Ra5 10 Kf6! Kf8

If 10...Kd8 11 d6!

11 e7 Ke8 12 Rg8 Kd7 13 e8=Q wins.

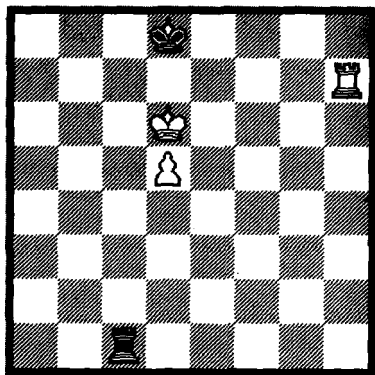


Diagram 3

3 Study by Emmanuel Lasker

Black is threatened with mate and must move his king. If 1...Re1? 2 Rh8 Re8 3 Re8 Ke8 4 Kc7 and the pawn queens.

1...Kc8 If 1...Ke8 2 Rh8 Kf7 3 Kd7 Ra1 4 d6 Ra7 5 Kc6 Ra6 6 Kc7 Ra7 7 Kb6! Rd7 8 Kc6 Ra7 9 d7 wins.

2 Rh8 Kb7 3 Kd7 Rg1 4 d6 Rg7 5 Ke6 Rg6 6 Ke7 Rg7 7 Kf6! Rd7 8 Ke6 Rg7 9 d7 wins.

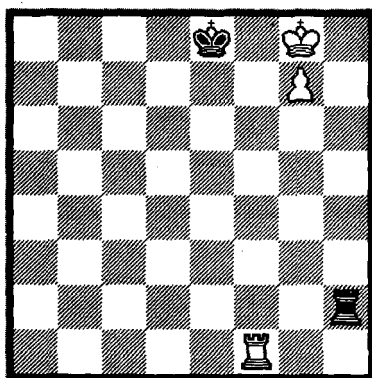


Diagram 4

4 The Lucena position.

Knowledge of the the Lucena position is very important for all rook and pawn endings. This position was discovered by Lucena, of Spain in the 15th century.

Black's defence lies in not allowing the white king out of the g8 square. If white tries to win simply by 1 Re1 Kd7 2 Kf7 black has perpetual check with 2...Rf2 3 Kg6 Rg2 4 Kf6 Rf2 5 Kg5 Rg2 etc.

Therefore white has to prepare a shelter against the rook checks before going through with his plan of checking the black king and bringing his king out to f7.

1 Rf4! Rh1 2 Re4 Kd7 3 Kf7 Rf1 4 Kg6 Rg1 5 Kf3 Rf1

It is necessary to analyse black's alternatives: (a) 5...Kd6 6 Rf4! and black cannot stop white's plan of 7 Kf7 and 8 g8=Q; (b) 5...Kd8 6 Re5 and now black is helpless against the threat of 7 Rg5 and 8 g8=Q; (c) 5...Rg2 6 Re5 for 7 Rg5.

6 Kg4 Rg1 7 Rg4 wins.

The Lucena position is applicable to all pawns on the 7th rank except with pawns on the a and h files.

Examine the following position: White-Kh8; Rf2; Ph7. Black-Ke7, Rg1. The white king is locked up at h8 and cannot emerge. For example, if 1 Ra2 Kf7 2 Ra8 Rg2 3 Rg8 Rh2 4 Rg7 Kf8 5 Rg4 Rf2! This defence was not possible in the Lucena position with other pawns. Here the white king cannot emerge from h8 on the right side as there is no i-file. The position is therefore drawn.

With a rook pawn, a win is possible only if the king of the weaker side is cut off from the pawn by at least four clear files.

Take No.5 for example.

See diagram

White must utilise the unfavourable position of black's king and try to get his king out fast. He must go for the direct route.

1 Rh1 Ke7 2 Rh8 Kd6

If 2...Kd7 3 Rg8 Ra2 4 Kb7 Rb2 5 Ka6 Ra2 6 Kb5 Rb2 7 Kc5 and wins. By playing the king to d6 as in the main line, Black is preventing white's eventual Kc5. But, as one could see, black loses control over c8.

3 Rg8 Ra2 4 Kb7 Rb2 5 Kc8

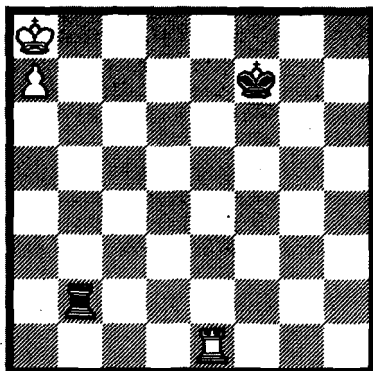


Diagram 5

If 5 Ka6 Ra2 6 Kb6 Rb2 with a draw. **5...Rc2 6 Kd8 Rh2! 7 Rb6 Kc5 8 Rc6! Kb5 9 Rc8 Rh8 10 Kc7 Rh7 11 Kb8 and wins.**

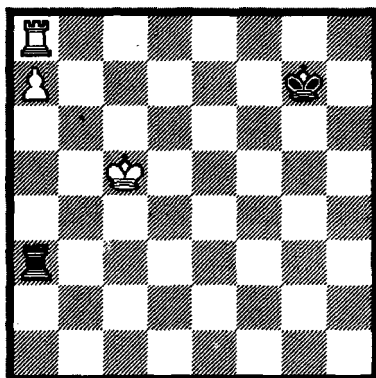


Diagram 6
6 White to play.

White cannot win in No.6 as his rook is poorly placed in front of his pawn. If he moves the rook anywhere, the pawn is lost. Therefore he must protect the pawn with his king before moving his rook. But then, after 1 Kb6 Rb3 2 Ka5 Ra3 3 Kb4 Ra1 white has achieved nothing.

If in the diagrammed position the black rook is on e7 instead of a3, white wins immediately by 1 Rg8! Kg8 2 a8=Q.

Again, in the diagrammed position if the black king were at f6 (or f4) white wins by 1 Rf8 Ke7 2 a8=Q.

The most important lesson to be learnt is when the black king is at f7 in the diagram instead of at g7. Then white wins by a skewer: 1 Rh8! (threat 2 a8=Q) 1...Ra7 2 Rh7 K-any 3 Rxa7.

Therefore, in the diagram position, the black king is safe only at g7 and h7, except of course, if it is too close to the pawn at b7 or so. To draw the game black must keep his rook at a1 and wait till the white king approaches b6 to start giving checks. Till then, his king can mark time with Kg7-Kh7-Kg7.

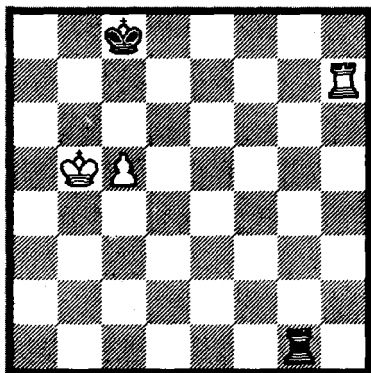


Diagram 7

7 Black to play and draw.

In chess there are exceptions to the rules. We have so far emphasised the importance of stationing the rook behind a pawn.

In No.7, if we play 1...Rb1? or 1...Rc1? white would win after 2 Kc6 as we already learn from No 3. The trouble is that after 1...Rc1 or 1...Rb1 black has no more checks as the pawn shelters the white king and he is threatened with mate in one move. Therefore the only way to draw would be to turn the pawn shelter into a non-shelter and this is how it is done.

1...Rg6!

Do not allow the king to advance and create mate threats. Wait till white pushes the pawn to c6 and the pawn loses its utility as a shelter. Then switch the rook back to attack the king from the rear:

2 c6 Rg1!

If now 3 Kb6 the rook starts checking from the rear and draws as the white king no longer has a pawn shelter after c5-c6. Or if 3 Rh5 planning to parry checks by interposing with his rook along the 5th rank, then black plays 3...Kc7 and white has made no progress.

This method of drawing also applies against pawns on other file. These analyses were first made by Philidor (1726-1795) who was the best player of his times. They still hold good.

Chapter 49

Queen Endings

Chapter 48 was titled 'Simple Rook Endings'. Unfortunately, it is not possible to honestly title this lesson 'Simple Queen Endings'. The fact is that queen endings are not simple. Yet, they occur more frequently than other endings in the games of beginners. The reason is that most of you love the power of the queen and like to keep it on the board as long as possible. So, while other pieces get exchanged off, the queens remain on board to cause queen endings.

Queen and Pawn versus Queen is the first ending that one should get used to. If you have the queen and pawn, your aim should be to push the pawn to queen. The defending side would try to stop the progress of the pawn by pinning it and by giving perpetual check. The queen is eminently suited for pinning vertically, diagonally and horizontally and for giving long range checks along files and diagonals.

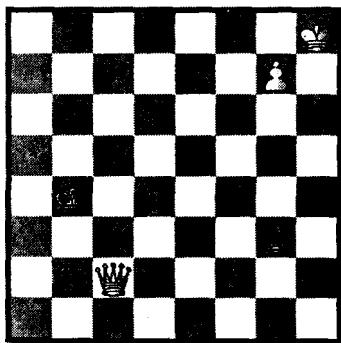


Diagram 1
D.Lolly (1763)

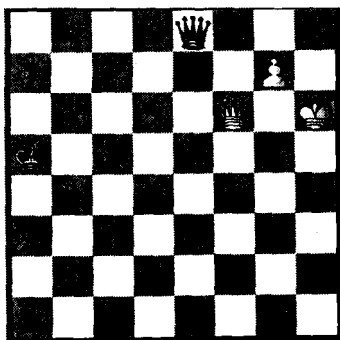
Black to play and draw.

No.1 Illustrates the minus points of the cornered king.

1...Qh4 2 Qh7

If **2 Kg8 Qd8 3 Kf7 Qd7 4 Kf6 Qd4!** - forcing the king to move supporting the pawn-**5 Kg6 Qg4 6 Kh6 (6 Kh7 Qh5 7 Kg8 Qe8 8 Kh7 Qh5 draws.) 6...Qh4** with perpetual check. Likewise, after **2 Kg8 Qd8 3 Kh7 Qh4 4 Kg6 Qg4** is again drawn.

2...Qd8! 3 g8Q Qf6 4 Q8g7 Qd8 Q7g8 Qh4 6 Q7h7 Qf6 and the game is drawn by perpetual check even though white has a queen more.



Botvinnik-Ravinsky
Moscow 1944
Black to play

1...Qg8 2 Qe5!

In most queen endings the superior side (the side which has more material) should think of posting his queen in the centre of the board. As we all know, the queen controls more squares from the centre than elsewhere. This automatically means that the opponent's queen has less squares for its use.

2...Ka4

Black would lose if the queens are exchanged. He must therefore move his king to a safe square where white's check would not also simultaneously threaten to exchange queens. Let us now examine black's alternatives here.

If 2...Kb6/Ka6, then 3 Kg6! Qc8 (White's threat was 4 Qf6 and 5 Qf7 ensuring the queening of the pawn. If 3...Qd8? 4 Qf6 forces the exchange of queens and wins.) 4 Qb2 Ka7 (If the king goes to the c-file, say Kc7, then 5 Qc2 and the exchange of queens wins.) 5 Qa2! (A good move. White gives check and simultaneously gains control of the queening square, g8.) 5...Kb7 6 g8=Q wins.

3 Kg6!

White now threatens to exchange queens at f7 by 4 Qf4 K-any 5 Qf7. Black cannot defend against this threat by moving the king away, for example, if 3...Ka3 4 Qe3! Kb2 5 Qf2 K-any 6 Qf7 wins.

3...Qc8

If 3...Qd8 4 Qe6 (threatening to queen on g8) 4...Qd3 (There is no other check.) 5 Kf7 Qf3 (After 5...Qf1 6 Ke7 black has no check.) 6 Ke7! Qb7 (6...Qa3 7 Ke8 and again black has run out of checks.) 7 Qd7! is a counter check which forces the exchange of queens and wins.

4 Qf4 1-0.

It is instructive to learn why black resigned. Here are three variations:

- a) If 4...K to a5 or b5 5 Qf5 exchanges queens.
- b) If 4...Ka3 5 Qf8 exchanges queens.
- c) If 4...Kb3 5 Qf7 K-any 6 g8=Q.

Botvinnik demonstrated another method of handling the superior side in No.3.

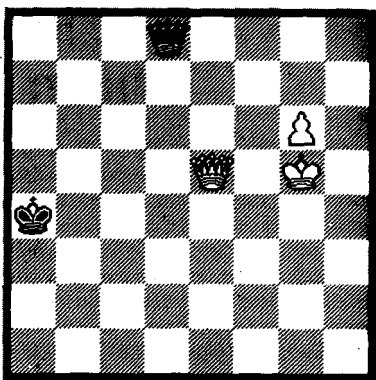
See diagram

Botvinnik-Minev

White to play.

1 Qf6 Qd5 1...Qd2?? would lose immediately to 2. Qf4.

2 Qf5 Qd8 3 Kh5 Qe8



To arrest the advance of the pawn black tries pinning. After 3...Qh8 4 Kg4 black has no check as 4...Qd4? 5 Qf4 exchanges queens.

4 Qf4 Ka5 5 Qd2 Ka4 6 Qd4

By giving a series of checks white has centralised his queen without loss of any tempo.

6...Ka5 7 Kg5 Qe7 8 Kf5! Qf8 9 Ke4!

White is using the position of black's king very intelligently. Now any black check is answered by a counter check and the exchange of queens: If 9...Qe8 10 Qe5 or If 9...Qa8 10 Qd5. And white is threatening g6-g7.

9...Qh6 10 Qe5 Ka4 11 g7 Qh1

If 11...Qh4 12 Qf4 Qe7 13 Kd5 K-any 14 g8=Q.

12 Kd4 Qd1 13 Kc5 Qc1 14 Kd6 Qd2 15 Ke6 Qa2

After 15...Qh6 16 Kd5 black has two checks, and both are answered by counter checks.

16 Qd5

With his g7 no longer under attack, white parries a check and simultaneously moves the queen onto the a2-g8 diagonal controlling the queening square g8.

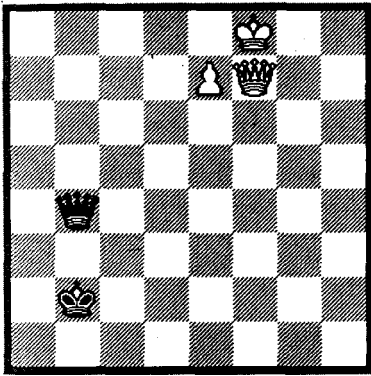
16...Qe2 17 Kd6 Qh2

If 17...Qa6 18 Qc6

18 Kc5 1-0.

Black has checks on c2, c7 and f2, but all of them are answered by counter checks.

In these endings the position of the king of the defending side plays a big role. It should not interfere with his queen's chances of giving perpetual check. The main problem is when giving perpetual check the superior side's queen interposes and gives check as shown in the above example. Now let us take a pawn on the seventh rank of a central file.



In No.4 black has no perpetual check, but he can prevent the pawn from moving by pinning it. As he is already pinning the pawn, all that he can do now is to shift the king to a square where a white counter check would not result in exchange of queens.

1...Kc1

a) If the king moves along the a1-h8 diagonal (1...Ka1 or 1...Kc3), then 2 Kg8 unpins the pawn and threatens to queen it. Moreover, after 2 Kg8 if 2...Qb8 3 e8=Q, or if 2...Qg4 3 Qg7.

b) If 1...Ka3 2 Qf6 (threat 3 Qa1 Kb3 4 Qb1) 2...Qc5 3 Qc6 Kb3 (if 3...Kb2 4 Kf7 Qd5 5 Qe6 Qh5 6 Qg6 Qd5 7 Kg7 Qb7 [if

7...Qd7 8 Kf8 wins, or if 7...Qe5 8 Qf6 pins the queen.] 8 Qf7 Qg2 9 Kf8 and wins.) 4 Kf7 Qf2 (If 4...Qc7 5 Ke6 Qb8 6 Kd7! or if 4...Qf5 Qf6 Qd7 or Qh7 6 Kf8 or if 4...Qh5 5 Qg6 Qf3 6 Kg8 all win.) 5 Qf6 Qa7 6 Kf8 Qc5 7 Kg7 Qg1 (If 7...Qc7 8 Qf7 and 9 e8=Q) 8 Qg6 Qd4 9 Kg8 Qd5 10 Qf7 pins the queen, forces exchange and wins.

c) 1...Kb1 (or Kc2) 2 Kg8 Qg4 3 Kh8 Qd4 (3...Qh5 4 Qh7 is check) 4 Qg7 Qd7 5 Qg6 K-any 6 e8=Q

2 Qd5

With the black king on c1, white would find it difficult to answer a check with an interposed counter check, a theme with which we are now familiar thanks to the earlier example. Therefore white plans to move his king to the queen-side to take advantage of black's king on the c-file. But before that, he first centralises his queen.

2...Qf4

Now that the white queen is no longer at f7, black can try taking back his king to the a-file as he need no longer fear counter checks from f6, g7, h7 etc: 2...Kb2 3 Kf7 Qf4 4 Ke6 Qg4 5 Kd6 Qb4 6 Kd7 Qg4 7 Kd8 Qh4 8 Qd7 Ka1 (8...Qg5 9 Kc8 Qc5 10 Qc7 Qf5 11 Kb8 Qe6 12 Qb7 Ka2 13 Ka8 and now white threatens 14 Qa7 Kb2 15 Qb8 Kc3 16 e8=Q) 9 Kc8 Qc4 10 Kb8 Qf4 11 Ka8 Qe4 12 Qb7 wins.

3 Kg7 Qc7

If 3...Qg3 4 Kf6 Qc3 5 Kf7 Qc7 6 Qd4 (threat: Kf8) 6...Qb7 7 Qc3 K-any 8 Kf8.

4 Kf6 Qb6

If 4...Qc3, Kf7 or if 4...Qf4 5 Kg6!

5 Kf5 Qf2

6 Ke6 Qb6

If 6...Qe3 7 Kd6 Qg3 8 Kd7 Qg4 9 Kd8 Qh4 10 Qd7 Kb1 11 Kc8 Qc4 12 Kb8 Qf4 13 Qc7 wins.

7 Qd6 Qb5

If 7...Qb3 8 Kd7 Qh3 9 Kc7 and 7...Qe3 8 Kd7 lead to variations already discussed.

8 Qf4 Kd1

This is the only move for immediate survival. If 8...Kc2 9 Qf5 or if 8...Kb2 9 Qe5 exchanges off queens.

9 Qc7! Qe2

10 Kd7 Qg4

11 Kd8 Qh4

12 Kc8 and white wins by counter checks.

If the pawn is on the rook or knight files, the best position for the king of the defending side would be the diagonally opposite corner. With a rook pawn, the defending side has excellent chances of drawing. In the 1957 National Championship at Pune, I was also to win with a rook pawn against the endgame specialist, Turab Ali. The long range checks and pinning as a defensive device are quite complicated.

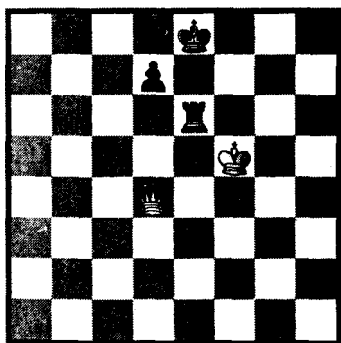
Practical experience is the best teacher for these endings.

Chapter 50

Rook+Pawn vs. Queen

We have already learnt how a lone queen can win against a lone rook but only after a big struggle where the defence uses stalemate threats. Therefore it is reasonable to expect that a rook and pawn could put up an even stronger fight against the queen. This lesson could be of great practical use since most of us at some time or the other are faced with the loss of our queen and resign. Really, there is no need to lose hope because the queen is gone, unless it is for no compensation at all. Quite often you get a rook for it, and quite often, more than a rook for the queen. In such cases, do not give up hope. The player with the queen is likely to take it easy and land himself in a position where a rook and pawn draw against a lone queen.

First, I give two theoretical positions which are of great instructional value. Then I close with a practical example from my tournament experience.



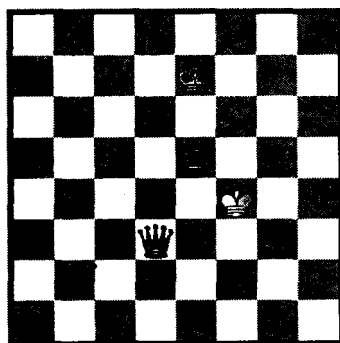
1 White to play

Amazingly, this is a draw! To win, white must either win the pawn or the rook. And to do this, he must force the rook to move away and get picked up with a check or squeeze the king away from the pawn and win it. He can do neither.

1 Qg7 Kd8

It is always advisable to keep the rook stationary with the pawn supporting it so that it is impossible for the queen to pick up the rook with check. Black plans to move the king around the pawn, supporting it.

2 Qf8 Kc7 3 Qg8 Rc6 4 Ke5 Re6 5 Kd5 Re6 6 Qg3 Kd8 is a draw as white has made no progress.



2 White to play, wins.

This is a win for the queen as it has more manoeuvring space and restricts black's choice of moves and manages to win material.

The King plays an active role in the proceedings, getting to black's rear and making black's defence of the pawn very difficult.

1 Qh7 Ke6

If 1...Kd8 2 Qf7 Kc8 3 Qa7 Kd8 4 Qb8 Kd7 5 Qb7 Kd8 6 Qc6 Ke7 7 Qc7 Ke6 8 Qd8 Rf5 9 Kg4 Re5 10 Qe8 Kf6 (If 10...Kd5 11 Qc8! with play akin to that in the main line.) 11 Qd7 Rd5 (If 11...Re6? 12 Kf4) 12 Kf4 Rd4 13 Ke3 Rd1 14 Qd8 Kf7 15 Qh4! and white is winning because there are no useful moves for black whose pieces are disjointed.

If 15...Rd5 16 Qc4 Ke6 17 Ke4 wins, or if 15...Ke6 16 Qg4. And if the rook leaves the d-file, then 15...Ra1 16 Qh7 Ke6 (16...Ke8? 17 Qh8 wins)

17 Qg6 Kd5 (17...Kd7 18 Qg7) 18 Qe4 Kc5 19 Qd4 and 20 Qa1

2 Qc7 Rc5 3 Qd8 Re5 4 Qe8 Kd5

If 4...Kf6 5 Qd7 Re6 6 Kg4 Ke5 (If 6...Re4? 7 Kf3 Re6 8 Kf4 and black is in zugzwang!) 7 Kg5 Kd5 8 Qf7! Ke5 9 Qf5 wins the rook.

5 Qc8!

A very fine move which is difficult to answer. If now: (a) 5...Rh5 6 Qa8 Kd4 (If 6...Ke6? 7 Qe8 or if 6...Kc5 7 Qa5 winning the rook in both cases or if 6...Kc4 7 Qc6 winning the pawn.) 7 Qa7 and black loses material wherever the king goes. If 7...Kc4 8 Qf7 Rd5 9 Ke4, or if 7...Kd5 8 Qf7 or if 7...Ke6 8 Qe3 Kc2 (or Kc4) 9 Qf3 winning the rook in all cases and finally, if 7...Kc3 8 Qa3 winning the pawn.

(b) If 5...Re1 6 Qa8! Kd4 (All other moves lose pawn or rook. Check this out yourself.) 7 Qa4! and wherever the king goes a pawn or rook is lost.

(c) If 5...Re2 6 Qa8 and again white wins material with moves similar to those in variation (b) which you should check out and get practice in such calculations.

(d) If 5...Kd4 6 Qc6! (Notice how the queen does not give check but restricts the enemy pieces and forces them into weaker positions where it could win material.) 6...Rd5 (If 6...d5 7 Qa4 and next move Ke5.) 7 Kf3 Ke5 (If 7...Rf5 8 Kg4 Rd5 9 Kf4 and black is in zugzwang!) 8 Qc3 Kf5 9 Qc4 Re5! 10 Qf7 Kg5 11 Qd7 Rf5 12 Kg3 Rd5 (If 12...Rf6 13 Qg4 Kh6 14 Kh4 Kh7 15 Qd7 [Note that white would lose the queen after 15 Kh5 or 15 Qh5 or 15 Qg5] 16...Kg6 17 Kg4 Kh6 18 Qe7 Kg6 19 Qe8 Kh6 20 Qh8 Kg6 21 Qg8 Kh6 22 Qg5 winning the rook.) 13 Qe6 Rd3 14 Kf2 Rd2 15 Kf3 Rd3 16 Ke2 wins.

From these variations we come to the conclusion that the rook is safest when it is

protected by the pawn and the pawn is safest when it is protected by the king.

5...Re4 6 Kf5 Re5 7 Kf6 Re4 8 Qc3 Re6 9 Kf7 Re5 10 Kf8! Re4

If 10...Ke6 11 Ke8 and the king will gradually approach the pawn. Or if 10...Ke4 11 Qc4 Kf5 12 Qc6 Ke6 13 Ke8 etc.

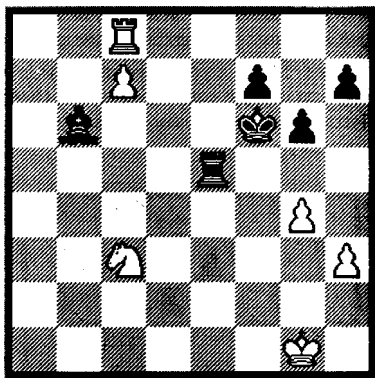
11 Qd3 Rd4 12 Qf5 Kc4 13 Qc2 Kd5 14 Ke7 Ke5 15 Qe2 Kf4 16 Kd7 Rd5 17 Kc7! Rd4 18 Kc6

Now the rook has been immobilised. Any rook move would lose.

18...Kf5 19 Qc3

Now black loses by force. If 19...Rd1 20 Qf3 or if 19...Re4 20 Qd3 Ke5 21 Qd6.

Now let us see a position from my tournament experience.



Delli Babu-M.Aaron Madras 1972

From a very difficult game where I was two pawns down, I had brought about the position in the diagram. Now, 52...Ke7 would lose to 53 Re8 (the rook is unprotected on e5) and 52...Re7 would lose to 53 Rc8 Bd7 54 Nd5. However, 52...Re6 would have drawn the game comfortably. But after winning back the two pawns lost earlier, I was in euphoria and hoped to win the game by capturing the d pawn. So I thought of ...Kg7 to be followed by ...Re7 and then

...Rd7 with excellent winning chances. When you are looking for victory in a positive frame of mind, you can often forget to double check. See what happened.

52...Kg7??

How can an IM make such a gross mistake? This must be due to a combination of circumstances like what had happened immediately before a few moves, the frame of mind of the player, whether he is trying to win or draw, how much he feels about the outcome, whether he is normally a superior player than his opponent, etc.

53 Rg8! Kg8 54 d8=Q Re8 55 Qd6 Re6 56 Qd8 Kg7 57 Qd4 Kg8 58 Nd5?

After this move, black's chances of draw become real. White should not exchange his knight for the bishop. Instead, he should play

the preliminary 58 g5 and then manoeuvre his knight via d1, f2 and g4 to h6.

58...Bd5 59 Qd5 h6! 60 Kf2 Kg7 61 h4 Kg8

Black's strategy is clear. His king is going to move only among the 4 squares g7, g8, h7, h8. The white king can in no case cross the 5th rank as the Re6 is going to be there permanently and the queen is unable to attack from the rear as there is no space below the 8th rank. Some people would describe the black position as an impregnable fortress.

62 Kf3 Kg7 63 Kf4 Kh7 64 h5 gh 65 gh

Recapturing with the queen would have made no difference to black's defence.

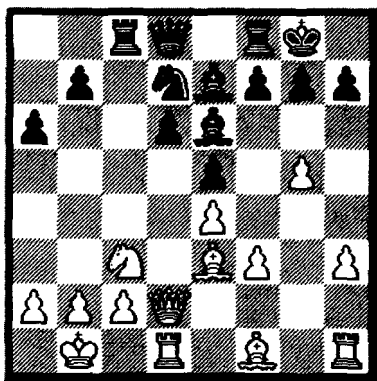
65...Kg8 66 Kf5 Kh7 67 Qd7 Kg8 68 Qd8 Kg7 69 Kf4 Rf6 70 Ke5 Re6 71 Kf5 Ra6 72 Ke5 Re6 73 Kf5 Ra6 74 Qd4 Kg8 75 Qg4 Kh7 Draw.

Chapter 51

Outposts For Knights

In the middle-game when both players are jockeying for a better position, they try to place their own pieces on advantageous squares so that they could aid in attack and prevent any counter-attack from the opponent. These advantageous squares in the opponent's half of the board which are free of enemy pawn control are known as outposts. Here, we are going to examine only outposts for knights.

In an 1 e4 opening white generally tries to plant his knight on d5 and in 1 d4 openings, he tries to place his knight on e5. From these central squares the knight wields enormous influence on the game as it cramps the enemy position and is close enough to the opponent's king to set up mating threats in collaboration with other pieces, mainly the queen.



Fischer-Bolbochan
Stockholm, 1962
White to play.

In diagram No.1 with both players having castled on opposite sides, white has already made his intentions clear about an attack on the king side as his pawn is on g5. Black has got a good bishop on e6 and he

plans to attack on the queen-side with his pawns. Black's pawn on d6 is called a backward pawn as it cannot advance without being captured and it has no other pawn on the adjoining c or e files supporting it. Black is said to have a weak d5 square as he has no pawn control over it and he has a backward pawn on d6. Logically, this d5 square would make an ideal outpost for the knight. However, if one occupies the weak d5 square immediately with 1 Nd5, the exchange 1...Bd5 forces 2 ed5 (Qd5 Bg5 leads to a good game for black.) after which black has no weakness on d5 and his d6 pawn is no longer an object of attack. Therefore white prepares for Nd5.

1 h4

This move supports the g5 pawn and releases the Qd2 and the Be3 from the need to remain on the c1-g5 diagonal supporting the g5 pawn. It also fits in with his long term plan of a pawn offensive on the black castled position. But the most important strategical consideration is that it vacates h3 for the Bf1. White plans to exchange his inactive Bf1 with black's well placed Be6 and simultaneously complete his development.

1...b5

2 Bh3!

In such positions an inexperienced player would be tempted to play 2 a3? to prevent 2...b4. Though the move 2 a3 would prevent black's immediate b5-b4, black would eventually be able to prepare and make that push when white would be forced to play ab4 opening up his own castled position for the enemy.

2...Bh3

If 2...b4 3 Nd5 Bd5 4 Qd5 when the exit of black's white square bishop would make white's white square bishop on h3 supreme along the h3-c8 diagonal.

Or if 2...Nb6 3 Bb6 Qb6 4 Nd5 Qd8 (if 4...Bd5 5 Bc8) 5 Ne7 Qe7 6 Qd6 and white has won a pawn.

3 Rh3 Nb6

4 Bb6 Qb6

5 Nd5 Qd8

Black can also play 5...Qb7, but then on 6 h5 he will not have the option of 6...Bg5.

6 f4!

White can fall into a well known trap and lose after winning the d6 pawn by 6 Ne7 Qe7 7 Qd6?? Rfd8! because if 8 Qe7, Rd1# and the queen has no way of retreating and protecting its Rd1. After the text 6 f4! white is threatening 7 f5 and 8 f6.

6...ef4

7 Qf4 Qd7

8 Qf5! Rcd8

The power of the knight at d5 is evident from black's alternatives: If 8...Qf5? 9 Ne7 Kh8 10 Nf5 or if 8...Rfd8 9 Qd7 Rd7 10 Nb6 winning the exchange. Thus the Nd5 has forced the Rc8 into passive defence.

9 Ra3!

One should change plans according to the needs of the situation. If here 9 h5 black would reply 9...Rfe8 and threaten to exchange queens without loss of bishop. Now there is no effective defence for the a6 pawn.

9...Qa7

Black offers a pawn to get out of the torture of the Nd5. White can now play 10 Ne7 Qe7 11 Ra6, but once again Fischer shows that he could get more than a pawn from the position with his Nd5.

10 Rc3! g6

If 10...Qd7 11 Rc7 or if 10...Rd7 11 Nf6 Bf6 (1...gf6 12 gf6 Bf6 13 Qf6 loses even faster) 12 gf6 g6 13 Qg5 Kh8 14 Qh6 Rg8 15 Rc8!

11 Qg4 Qd7

12 Qf3 Qe6

Once again the strong position of the Nb5 does not allow 12...Rc8 13 Rc8 Rc8 14 Nb6.

13 Rc7 Rde8

If 13...Rd7 14 Nf4 Qe5 15 Rd7 wins a rook. Or, if 13...Rfe8 the f7 pawn comes under attack. 14 Rf1 and black has no defence against the threat of 15 Ra7 and 16 Nc7.

14 Nf4 Qe5

15 Rd5 Qh8

As black's queen-side pawns are lost, black plays the queen to h8 rather than g7 because he hopes to generate some activity for his queen along the h-file.

16 a3

In the midst of his attack white pauses to make provision against a snap back rank mate. He makes this move now because black cannot use the pause to disentangle his uncoordinated forces. Notice that the move a3 is now okay with all the black pieces in cramped, defensive positions whereas it was a security risk on the second move when the black pieces were more active. After 15...Qh8, Fischer senses that black will break out with h7-h6 and lets him as he has something ready for that too.

16...h6

17 gh6 Qh6

If 17...Bh4? 18 Ng6! fg6 19 Qb3 Rf7 20 Rf5! and the Rf7 falls.

18 h5 Bg5

If black blocks the king-side with 18...g5 white will get an even more dangerous outpost for his knight at f5 after 19 Ne2 and 20 Ng3. Now the game ends in fireworks.

19 hg6! fg6

If 19...Bf4 20 gf7 Rf7 21 Rf7 Kf7 22 Rh5! Qg6 (22...Qf6 23 Rf5) 23 Qf4 Ke7 24 Rh6 and white's queen and rook will win by a coordinated attack as the black king is well exposed. You should analyse this yourself.

20 Qb3! Rf4

Black has no escape. If 20...Rf7 21 Rf5 as we have already seen in a variation earlier. Notice how the same ideas could be used in the same game. If 20...Kh8 21 Ng6! Qg6 22 Rg5! Qg5 23 Qh3 mating. Or if

20...Bf4 21 Rh5 Kh8 22 Rh6 Bh6 23 Qh3 mating.

21 Re5! Kf8

22 Re8 1-0

If 22...Ke8 23 Qe6 Kf8 24 Qc8#

Now let us examine a knight outpost at e5.

Botvinnik-Chekhover
Moscow 1935

1 Nf3 d5 2 c4 e6 3 b3 Nf6 4 Bb2 Be7 5 e3 0-0 6 Be2 c6 7 0-0 Nbd7 8 Nc3 a6 9 Nd4 de4 10 be4 Nc5 (threatens ...e5 which white forestalls.) 11 f4 Qe7 12 Nf3

White threatens a big pawn centre and an outpost for his knight on e5.

12...Rd8

13 Qc2 Ncd7

14 d4 c5

15 Ne5 b6

16 Bd3 cd4?

Premature. Better was 16...Nf8 threatening d4.

17 ed4 Bb7

Black is playing mechanically. Better was 17...Nf8 18 Nd1 b5! stirring up some threats and complications.

18 Qe2 Nf8

Black is not able to do anything about the strongly placed knight on e5. A move like 18...Ne5 will be suicide: 19 fe5 Ne8 20 Ne4 (20 Bh7 Kh7 21 Qh5 Kg8 22 Qf7 Kh8 23 Rd1 is worth investigating.) and white's strong centre and well placed pieces guarantee a promising attack.

19 Nd1 Ra7

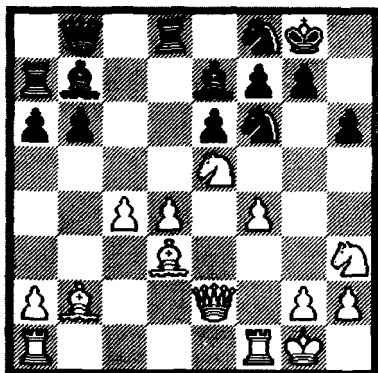
This is a peculiar move, the significance of which is difficult to explain and it is followed by yet another!

20 Nf2 Qb8?

21 Nh3!

The idea is 22 Ng5 winning a pawn. Now black is forced to weaken his castled position by moving a pawn.

21... h6



22 Ng5! hg5

23 fg5 N8d7

24 Nf7?

After the game Botvinnik said that this was a mistake. The simplest way to win was 24 Nd7 Nd7 (24...Rd7 25 gf Bf6 26 Rf6 gf6 27 Qg4 Kf8 28 Ba3 Rd6 29 Qh4 Ke7 30 Rf1 etc.) 25 Rf7! Kf7 26 Qh5 Kf8 27 Qh8 Kf7 28 g6 Kf6 29 Qh4#

Often we go wrong when there are many ways to win.

24...Kf7

25 g6 Kg8

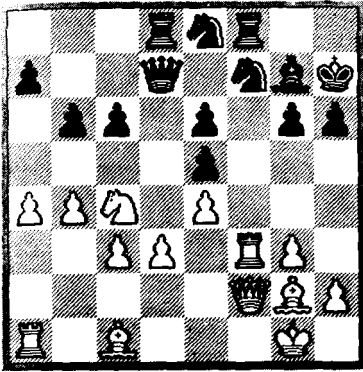
If 25...Kf8 26 Qe6 Ne5 27 Rf6! (27 de5 Bc5 28 Kh1 Bg2 29 Kg2 Qa8 and the position is not only wild but also unclear.) 27...gf6 (27...Bf6? 28 ba3) 28 Qh3 Bb4 (vacates e7 for his king) 29 Re1! Bc8 30 Qh6 Ke8 31 de5 Be1 32 Qh8 Kd7 33 Qg7 Kc6 34 Qf6 Kc7 35 e6 etc. These variations are very difficult to calculate over the board as there would be dozens of sub-variations at every turn which need to be precisely evaluated as a two knight minus is not an easy matter. Perhaps for this reason only, Botvinnik held 24 Nf7 as a mistake.

26 Qe6 Kh8 27 Qh3 Kg8 28 Bf5 Nf8 29 Be6 Be6 30 Qe6 Kh8 31 Qh3 Kg8 32 Rf6! Bf6 33 Qh7 Kf8 34 Re1 Be5 35 Qh8 Ke7 36 Qg7 Kd6 37 Qe5 Kd7 38 Qf5 Kc6 39 d5 Kc5 40 Ba3 Kc4 41 Qe4 Kc3 42 Bb4 Kb2 43 Qb1#.

Chapter 52

Outposts

We have seen how outposts for knights on e5 and d5 (d4 and e4 for black) influence the outcome of a game. Now we shall discuss outposts at other squares in enemy territory.



Petrosian-Yudovic
Moscow 1953
White to play

In the diagrammed position, white has space advantage and more room for manoeuvring his pieces around. Black's doubled e-pawns are not necessarily weak as they deny white access to central squares. But the main defects in black's position are the unnaturally placed knights on e8 and f7 and the queen-side pawns.

Petrosian is a master in the art of patient manoeuvring and he now watch how he creates and occupies an effective outpost for his knight on c5!

1 a5! b5

Of course, 1...ba5 2 Ra5 and black's remaining unconnected queen side pawns would become most unpleasant to defend.

2 Nd2 Ned6

For the present, black has tactically prevented white's intended manoeuvre of 3 Nd2-b3-c5.

3 Qe2!

The immediate 3 Nb3 is answered by 3...Ne4 4 de4 Qd1 and next 5...Qb3.

3...Ng5

4 Re3

As a rule, the attacking side should avoid exchange of pieces which would make the defender's task less difficult.

4...h5

5 h4

Whether black's intended h5-h4 is good or bad, it is generally good psychology to prevent the opponent from executing it. Let him feel frustrated and rush into something very unwise!

5...Nf7

6 Nb3 Qe7

7 Rf3 Nh6?

A better defensive set-up would be 7...Rde8 to be followed by 8...Nd8.

8 Bg5 Bf6

9 Rf6! Rf6

10 Bh3 Ne8

11 Ne5 Ng7

12 Qe3 Nf7

If 12...Ng8? 13 Bf6 Qf6 14 Rf1 Qe7 15 Qg5! Qg5 16 hg5 black cannot stop white's invasion of his position by Rf1-f7.

13 Bf6 Qf6

14 Rf1 Qe7

15 Qf2! Nh6

16 Qf6 Qf6

Black cannot defend his e5 pawn and also avoid exchange of queens. For exam-

ple, if 16...Qd6? 17 Nb7 illustrates one more strong point of the c5 outpost occupied by the knight. After the exchange of queens black can no longer hold his position together.

17 Rf6 Rd6

18 Rf8! 1-0.

It should be noted that 18 Be6 wins a pawn because 18...Ng8 or 18...Ng4 is answered by 19 Bg8. However, after 18 Be6 Ne6 19 Re6 Re6 20 Ne6 black may be tempted to play the knight ending a pawn down though he is lost there too. With 18 Rf8! white is advising black the utter futility of further resistance as thanks to the Nc5 outpost the black rook is completely immobilised and white's plan of Ra8 and Ra7 simply cannot be countered.

We have seen the power of a knight outpost at c5. More common, specially in e2-e4 openings, is the knight outpost at f5 (or at f4 for black). From f5 a knight makes serious threats on the black king-side. The main threat is against g7, the heart of black's castled position. However, in combination with the queen, threats are also made against h6 and e7. Let us examine an example.

J. Arnason - J. Nunn
Novi Sad Oly. 1990

1 e4 e5 2 Nf3 Nf6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Re1 b5 7 Bb3 0-0 8 a4 Bb7 9 d3 d6 10 Nc3 Na5 11 Ba2 b4 12 Ne2 c5 13 c3 bc3 14 bc3 c4 15 Ng3 Nd7

Black knows pretty well that the white knight is heading for f5. To prevent it, g7-g6 can be tried, but then that move would weaken the dark squares round the castled position and invite Bc1-h6, which is not all that dangerous if handled well.

16 Ba3 Re8?!

Better would have been 16...g6 17 d4 Qc7 18 Rc1 Rfe8 19 Bb4 Rac8 20 Nd2 d5 (As a general rule, in 1 e4 openings, if black is able to play ...d5 without suffering any disadvantages, he equalises the game. And so it is here.) 21 ed5 Bd5 22 de5 Bg5 23 Nge4

Be4 24 Ne4 Bc1 25 Ba5 Qa5 26 Qd7 Qe5 27 Nf6 Qf6=

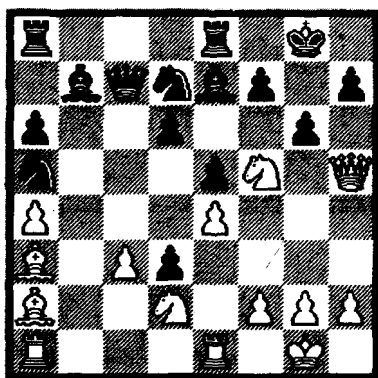
17 Nf5 Qc7

The pressure is not on the king side but on the d6 and c4 pawns. If 17...Nb6 18 Bb4 Nc8 19 Nd2 cd3 (19...d5 20 Qg4 Bf6 21 ed5 Qd5 22 Ne4+-) 20 Ba5 Qa5 21 Qb3 wins by double attack on b7 and f7.

18 Nd2! cd3

This is forced as white was threatening to win the c4 pawn without any problems. This results in the white Bishop on a2 coming to life. From now onwards the game is forcibly lost for black, thanks to the Nf5.

19 Qh5! g6



20 Bf7 Kf7 21 Qh7 Kf6

If 21...Ke6 22 Ng7 Kf6 23 Rf3 winning.

22 Re3!

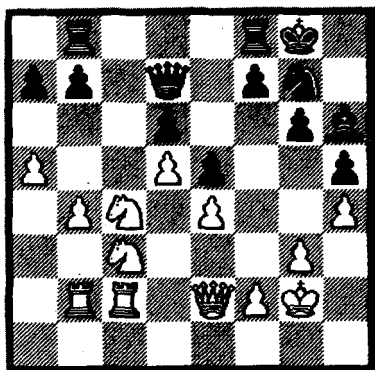
This leads to a clear victory. The chase, with 22 Qg7 Ke6 23 Qg6 Nf6 is very unclear. If now 22...Qc3 23 Ra2.

22...Nf8 23 Qh8 Kf7

If 23...Ke6 white had planned 24 Qh3 Kd7 25 Nd6 Kc6 26 Ne8 Re8 27 Bb4 when the black pieces are in an almighty mess.

24 Rf3! g5 25 Qh5 Ng6 26 Qf5 1-0.

If 26...Kg7 27 Qf7 (not 27 Rg3 Bg5! 28 Rg5 Qf7) Kh6 28 Rh3 Nh4 29 Rh4 winning.



Petrosian-Gufeld
Leningrad, 1960
White to play

An examination of Diagram 3 shows that white's chances lie on the queen-side with all of his pieces massed there. However, no outpost for any knight is apparent. If outpost squares do not fall into our laps, we should go about creating them. Here a good candidate square for a knight outpost is c6. Let us see how the great master of positional chess, Tigran Petrosian goes about it.

1 a6!

It is worth a pawn to gain control of c6.

1...b6

1...b6 also loses control over the c6 square in addition to letting white have an advanced pawn on a6. Play can continue: 2 Na3! f5 3 Ncb5 Rbc8 4 Rc8 Rc8 5 Rc2 Rc2 6 Qc2 fe4 7 Qe4 Nf5 8 Qc4 Qf7 9 Qc8 Kg7 10 Qe6 Qf8 (After 10...Qe6 11 de6 black cannot stop Na7 and the subsequent queening of the a-pawn. If now 11 Na7?, 11...Nd4 12 Qg4 Qa8 some hopes of counterplay are raised in black's camp though the ultimate result should still be victory for white.) 11 Nc4! This is Petrosian's style, always threatening and increasing the pressure till the opponent does not wait for the actual execution and resigns.

2 Na5 f5 3 Nc6 Rbe8 4 Nb1?

A small misadventure in thinking which can happen even to the greatest. After four

moves the knight returns to this same square. Better would have been to put his plan of transferring one rook to the a-file, now.

4...Kh7 5 Rb3

This rook intends to guard against black's invasion of f3.

5...fe4 6 Qe4 Rf5 7 Ra3 Qb7 8 Nc3 Ref8 9 Qc4 Rf3 10 Ra6

White now has a clear advantage. He has got back his pawn and threatens to win the a7 pawn as well while his king-side is well defended.

10...Be3?!

This is an ingenious but desperate attempt to complicate the game and turn the tide. If 11 fe3 Nf5 12 Kf3 Nd4 13 Kg2 Nc2 14 Nd1 Qf7 with some chances. Petrosian would never think of grabbing material and suffering an attack.

11 Ne4! Bh6 12 Ra7 Qb6 1-0.

Black saw that after 13 Ra6 Qc7 14 Ne5! would cost him a second pawn without any compensation.

We have so far seen only outposts for knights. Bishops and rooks could also become very powerful from outposts in enemy territory. An example of a bishop outpost is the next game.

Sadler-Istratescu

World Junior Chp., Kozhikode 1993.

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Be6 0-0 6 Be3 e5 7 d5 a5 8 g4 Na6

This is the Samisch Attack against the Kings Indian Defence. Generally, white's dark square bishop plays a significant role in this Attack while the white square bishop plays a passive role behind the chain of blocked pawns. But in this example, the roles are reversed.

9 g5 Ne8 10 h4 f5 11 Nf3 Nc5 12 Nd2 b6 13 h5 Rf7 14 Qc2 Na6 15 Nf3 gh5 16 Rh5 f4 17 Bd2 Bf8 18 0-0-0 Bg4 19 Rh2 Bf3 20 Bf3 Rg7 21 Rg1 Be7 22 Bg4.

White sacrifices a pawn to get his white square bishop outside the pawn chain and in enemy territory. With black's white square

bishop exchanged off, this bishop has the run of the white squares in the enemy camp. It can perch at f5 or e6 according to the needs of the situation and aggravate black's cramps.

22...Bg5 23 Bf5 Nf6 24 Qd3 Nc5 25 Qh3 Qe7 26 Rhg2 h6 27 Kc2 Kf7

Most of black's pieces are jammed in the limited space on the king-side. In such situations some players would transfer their kings to the other wing. That is impossible here because of the sentry at f5 watching over the c8 square. And if the Ra8 is brought to the king-side, then white could manoeuvre his Nc3 to c6 via b5-a7-c6.

28 f3 Kf8 29 Be1 Qf7 30 Bh4 Ke7

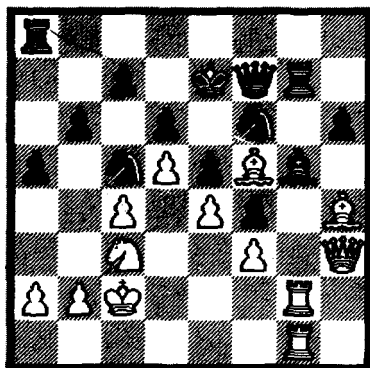
See diagram

31 Nb5 c6

There is no satisfactory way to defend the c7 pawn. The Bf5 controls the c8-h3 diagonal and practically splits the board in two. If 31...Kd8 32 Bg5 hg5 33 Rg5 Rg5 34 Rg5 and white's queen, rook and bishop should prevail against black's forces which are located in the two different halves of the board.

32 Nc7

Of course the immediate 32 dc? would allow 32...Qc4 forcing 33 Nc3.



32...Rf8 33 dc6! Qc4 34 Kb1 Kd8 35 Rc2 Qd3 36 Na8! Rfg8 37 Bg5 hg5 38 c7 Rc7 39 Nc7 Kc7 40 Qh6 Ne8

Black's position is wide open and his pieces uncoordinated.

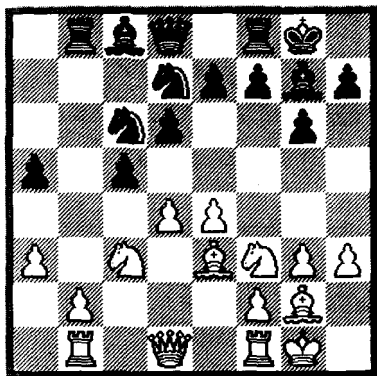
41 Be6 Rg7 42 Bc4! Qd4 43 Rg5 Re7 44 Rc1 a4 45 a3 Kd8 46 Rg8 Nd3 47 Bd3 Qd3 48 Ka1 Qd2 49 Rc3 b5 50 Qh3 Rd7 51 Qe6 1-0.

After the exit of the dominating bishop from the f5 outpost, the white queen took up the diagonal to harass black!

Chapter 53

The Outposts

As a rule the bishops are not as dominating as the knights from outposts in enemy territory. However, instances abound where a bishop perched in a strategic square, prevents the enemy rooks from contesting open files and thus gives its own rooks total control of a very vital open file.



Furman-Smyslov
Rostov-on-Don, 1953
Black to play.

In No.1, black put his bishop on the strategic b3 square after calculating some tactical possibilities. Remember, strategy and tactics are always linked. A player not good in making tactical calculations would not have played his bishop to b3.

1...Ba6 2 Re1 Bc4! 3 Qd2

The bishop is heading for b3, but cannot white drive back the bishop with loss of time by 3 b3? This is where tactics comes in. If now 3 b3 cd4! 4 Nd4 (if 4 bc4 dc3 and white would find it very difficult to get his pawn back.) 4...Bd4! 5 Bd4 Bb3!! wins a pawn as

the queen is overloaded with the defence of both b3 and d4.

White can also try to stop the threatened ...Bb3 by 3 Nd2? but that would allow 3...Bd3 and 4...Rb2.

3...Bb3

This controls the vital d1 square and prevents the white rooks from coming on to the d-file which turns out to be the only open file in the game.

4 dc5

After this capture, the open d-file falls completely under black's control. Otherwise, black would himself capture cd4 and play ...Nc5 securing yet another outpost.

4...dc5 5 Bh6 Nde5!

After the exchange of queens, black's domination of the d-file would decide the outcome of the game. Now, black gets another beautiful outpost at d4.

6 Ne5 Qd2 7 Bd2 Be5 8 Rbc1 Bd4

This threatens Nc6-e5-d3.

9 Bf4 Ne5 10 Be5

If 10 Ne2 Nd3 11 Bb8 Rb8 12 Bf1 (If 12 Nd4 cd4 13 Bf1 Ne1! 14 Re1 Bc2!! and black cannot stop d4-d3-d2) 12...Ne1 13 Re1 Bc2-+

10...Be5 11 Re2 e6 12 Rd2 Rfd8 13 Rd8 Rd8 14 Nb5

If 14 Nb1 Bb2 15 Rc5 Rd1 wins.

14...c4 15 Nc3 Rd2 0-1.

If 16 Rb1 Bd4-+

Sometimes, both players would obtain outposts, especially with knights on f5 and f4 or on c5 and c4. In such cases, the side with more threats or with possibilities of creating greater activity usually wins. The next game from the 1992 Israeli Championship is an illustration.

Porper-Shvidler
 Ramat-Gan, 1992
 Queen's Gambit, D30

1 d4 d5 2 Nf3 c6 3 e4 e6 4 cd5 ed5 5 Nc3?

Already an inaccuracy according to Shvidler whose comments in Chess in Israel we are relying on. White should play 5 Qc2 Bd6 6 Nc3 not allowing the Bc8 to develop smoothly to f5.

5...Bf5 6 Bg5 Be7 7 Be7 Qe7 8 e3 Nf6 9 Bd3 Bd3 10 Qd3 Nbd7 11 0-0 0-0

The position is equal. White can plan a 'minority attack' on the queen side with Rab1, b2-b4-b5, but black can use the e4 square to develop kingside counter play.

12 Rac1!?! Ne4 13 Ne2 f5 14 Qa3?

This is simply wrong. White didn't like black's attacking chances and decides to trade queens, but the text gives black's knight an excellent base on c4 for nothing. Of course black was having a good game anyway, but 14 b4? Nd6 (14...Qb4? 15 Rb1) 15 Nd2 was at least worth consideration. Though players not experienced in the game are advised to avoid the ugly doubling of pawns on the a-file, this concept is not new. The doubled pawns restrain the advance of the 'decent' pawns and the open files could generate a lot of pressure as compensation.

14...Qa3 15 ba3 Nd6! 16 Nf4 Nc4 17 Rc3 b5

With this move, black concedes an outpost for a white knight on c5. But black would have been eventually forced to play this move and he also had to stop a2-a4.

18 Nd3 Rab8

The plan is ...Rb8-b6-a6

19 Nfe5 Nde5 20 Ne5 Rfe8

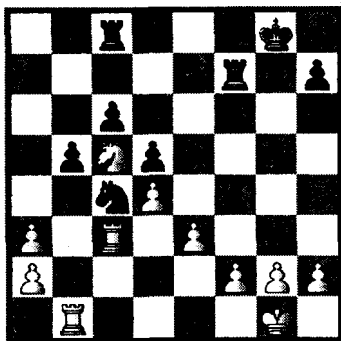
After 20...Ne5 21 de5 Rb6 22 Rfc1 black's queen side majority is worthless. The text move renews the threat Rb6-a6, so that white's next is practically forced,

21 Nd7 Rb7 22 Nc5 Rf7 23 Rb1?

A dreadful positional mistake. White definitely had to stop f5-f4. The most logical

way to do so was 23 f4 followed by 24 Kf2 when white can definitely hold the position. After the text move black is clearly better.

23...f4



Porper-Shvidler
 Position after 23...f4

The difference is strength between the two knights is now clear. The black knight threatens e3 while the white knight threatens nothing.

24 ef4 Rf4 25 Re1?

Early desperation. Of course, after 25 Rd1 Re8 black is much better, but there was no need to give away a pawn.

25...Rd4 26 g3 Nd6!? 27 Re6?! Nf5 28 Nb3 Rc4 29 Rf3 g6 30 h3 Re4

Black reaches an ending with an extra pawn but some careful play is still required to clinch the point.

31 Re4 de4 32 Rc3 Kf7 33 g4 Nd6

As compensation for the pawn white has the outpost at c5. Black's king is better placed for the ending than the white king. So white does something about that.

34 f3!? ef3 35 Ne5?!

This gives black time to clear d6 for the king. 35 Rf3+ gives white more chances.

35...Nc4 36 Rf3 Ke7 37 a4 Rd8!

There is no longer any need for the rook to sit under the c6 pawn.

38 ab5 Rd5!

A strong consolidating move which gives black a practically winning position.

39 Ne4 cb5 40 Nc3 Re5 41 Kf2 b4 42 Ne2 a5 43 Nd4 Kd6 44 Rf7 Rd5 45 Nf3 Rd3 46 Rh7 Ra3 47 Rg7 Ra2 48 Kg3 Ne5! 49 Ne5 Ke5 50 Rg6 a4 51 Rb6 b3 52 Rb5 Kd4 53 g5 b2 54 g6 Ra3 55 Kf2 Rb3

And now black transposes to an easily won queen ending.

56 Rb3 ab3 57 g7 b1Q 58 g8=Q Qf5 59 Kg1 b2 60 Qd8 Kc4 61 Qg8

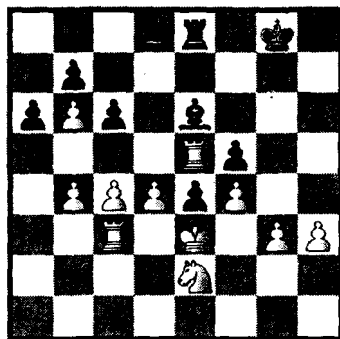
White sealed this move, but gave up without resuming. After 61...Qd5 black has checks only at c8 and g4. In both cases black interposes his queen with check.

In some cases a well entrenched piece has to be exchanged off. In such cases, other pieces, mostly pawns, advance in the exchanging process and spell great danger to the defending side. No.3 is an illustration.

See diagram

Sultan Khan - V.Menchik
London 1932
White to play.

The way Sultan Khan broke through the black defence is very instructive. As a matter of fact, most of Sultan Khan's games had



a rich positional content and deserve careful study.

1 d5 cd5

If 1...Bc8 a simple way to win would be 2 Re8 Re8 3 dc bc 4 Nd4 Bd7 5 Ra3.

2 Nd4! Bf7 3 c5! Re5 4 fe5 Be8

Black abandons his f5 pawn. If he saves it with 4...g6, then 5 c6 Rb8 (if 5...bc6 6 Nc6 and the b-pawn queens.) 6 c7 Rc8 7 Nc6+-

5 Nf5 Bb5 6 Kd4 Kf8 7 e6 Ke8 8 Nd6 1-0.

If 8...Ke7 9 Nb7 Rb8 10 c6 Bc6 11 Rc6 Rb7 12 Rc7 Rc7 13 bc7 wins.

Chapter 54

Be your Own Doctor!

Every chess player wants to improve his game and whenever he meets a strong or well-known player, he asks how he can go about it. There are several techniques that have to be followed to improve your own strength. I am going to discuss only one important aspect here.

Studying chess theory from books and magazines is not enough. You have to play in many tournaments, playing against players of different styles and views and gain practical experience. After each tournament game, write down the game score from the score sheet onto a separate notebook. And do this the same night, before you play the next tournament game. Remember that score sheets disappear rather surprisingly often, notebooks rarely.

More than writing down the bare game score it is important to add your comments to the score of the game. Write down what all went on in your mind during the game. If you overlooked an opponent's move, record it. Give your reasons for making certain moves and analyse what you planned to do if the opponent had played differently. I started doing this around 1971 under the advice of GM Suetin who trained the top 20 Indian chess players of those days at Pune. As a refinement, I wrote my comments in red, the game score in blue or black. This exercise paid off richly as I won the national championship 5 times in a row. I became a stronger player by adding my comments and analysing my own games long after it was over.

When you analyse a game in your mind while playing in a tournament, there are times when you are uncertain of a move, but play it anyway because you have to make your moves within a stipulated time. Often it so happens that when you record your analy-

sis of what you were considering during the game or what you were afraid that your opponent would reply, you start analysing the same position all over with the difference that there is no clock ticking away your time. (The only hindrance could be when your mother or wife keeps on calling you to come for dinner.) Recording what your thought during the game and also adding what you think in retrospect as you write would give you valuable insights into your own thinking process later on. After a couple of months, after the tournament is over and long forgotten, look through the game again and go through your commentary and the analysis of what you thought during the game and during the night when you wrote the commentary. It will be very interesting because your commentary was written when you were in a different frame of mind. You had perhaps lost a crucial game which would affect your chances of a prize or qualification? Maybe in the back of your mind you were uneasy about the next round game? And depending on your mood of the moment, either upbeat or downbeat, there is a colour to the commentary which is not easily understandable a few months later.

When you see the same game after a few months you are probably considering it for the fourth time. The first time was when you played it. The second time was when you analysed the game with your opponent immediately after it ended. The third time was when you wrote the moves down with your commentary. When you see it later for the fourth time, maybe you will be too bored to go through all the intricate analysis that you had painstakingly written down, on the night of the game. The tension of the tournament is totally gone and you are cool. You would be looking at the game and notes like a stranger, just as you would look at an annotated game between Karpov and Kasparov. It is at this time that you can probably learn the most about your chess character, identify

your own weaknesses and consciously resolve to avoid them in future.

Such self-annotated games can also be important when you go to a stronger player for advice and guidance. By seeing your commentary he will know how your mind works and suggest remedies for mistakes which generally follow a pattern. Some players have a preference for knights over bishops and many others swear by the might of the bishops. There are many players who would go to great lengths of trouble to avoid the exchange of queens. Some players would be partial to certain moves like g2-g4, b7-b5, etc., and play them even when the position did not require them. But showing your self-annotated game to a stronger player means exposing your weaknesses to a potential opponent in the future. The best is to be your own doctor!

Above, I have referred to the second time that you see a tournament game. That was when you analyse the game with your opponent immediately after it is over. If you are not doing this, start doing it now. It is very important. It will help both players to understand their own minds better. You would have been afraid of a particular move by your opponent, a move he never made. You must know why. Maybe that move was unplayable and you were just fearing ghosts during the game and losing your creativity? This after-game or 'post mortem' analysis should be applied even to friendly games. I do it regularly with children. Mistakes have to be identified and eliminated. That is how we become stronger.

Now let us see an instructive game.

D.C.Maclean-G.C.Flear
Ruy Lopez, Archangel Variation

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bb5 a6
- 4 Ba4 Nf6
- 5 0-0 b5
- 6 Bb3 Bb7

This is the Archangel Variation in the Ruy Lopez. It is a very good weapon against

a player who knows only the latest lines in the Ruy Lopez. If white continues as in the Two Knights Defence with 7 Ng5 there follows 7...d5 8 ed5 Nd4! guaranteeing that the Bb3 is exchanged off.

- 7 d4 Nd4
- 8 Ne5?

There are two important alternatives for white.

(a) 8 Bf7 Kf7 9 Ne5 Kg8 10 Qd4 c5 11 Qd1 Qe8 with equality.

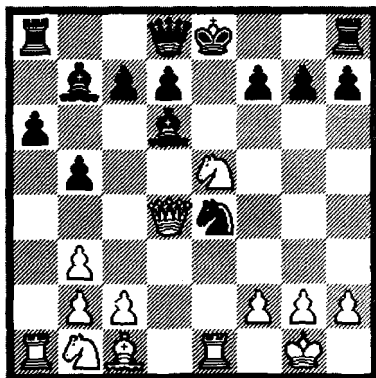
(b) 8 Nd4 ed4 9 c3 Ne4 (This is risky) 10 Re1 Bd6 11 Nd2 Bh2 12 Kf1 (12 Kh2 Qh4 13 Kg1 Qf2 14 Kh2 Qh4 draws.) 12...d5 13 Qh5! and white is threatening both 14 Qh2 as well as 14 Re4 de4 15 Qf7#

- 8...Nb3
- 9 ab3 Ne4
- 10 Re1 Bd6!

Black has calculated precisely that there would be no unpleasantness along the e-file for his knight. If black manages to castle now without suffering any disadvantage he would be ahead in development.

11 Qd4

This looks quite good for white. But in view of what happened, better would have been 11 Nc3.



11...0-0!

12 Nc3

This loses immediately. But if 12 Re4 Be4 13 Qe4 Re8 14 Bf4 (14 f4 Bc5 15 Kh1 d6) 14...Be5 15 Be5 d6 and black wins. It is a white piece which is lost by a pin along the e-file!

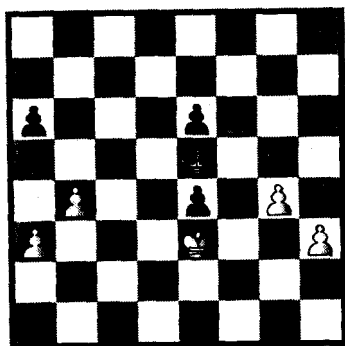
12...Bc5 0-1.

White loses his f2 pawn and the exchange *without any compensation.*

Chapter 55

More Pawn Endings

PAWN endings require great precision and thought. Every move counts and could mean the difference between victory and defeat. Everything has to be calculated to the last detail. Fortunately, most of the themes are well documented and being familiar with them can help you plan and calculate the right way to handle almost any pawn ending. The themes in the following examples could be of great use in practical play.



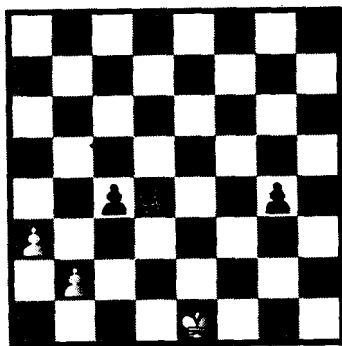
1. White to play

Black has a pawn more and his king is better placed in No. 1. But as all king side pawns are blocked and his own extra pawn is *meaninglessly doubled on the e-file*, we turn our attention to the queen-side. Here we discover that white has a 2 versus 1 pawn majority and he could create a passed pawn with a3-a4 and b4-b5. But surely, if a passed pawn is created in this way, will not the black king easily approach it and capture it long before it reaches the 8th rank? True, that is exactly what would happen. But think further. When the black king captures white's passed b-pawn the white king captures both of black's e-pawns and being in the centre approaches black's king-side pawns quickly. The black king being on the

b-file after the capture of the b-pawn is further away from the king-side and will take more number of moves to reach white's king side pawns. Let us now see how exactly white wins.

1 a4 Kd5 2 b5 ab5 3 ab5 Kc5 4 Ke4 Kb5 5 Kc5 Kc4 6 Ke6 Kd4 7 Kf5 Ke3 8 Kg6 Kf4 9 Kh6 Kg3 10 Kg5 Kh3 11 Kh5 and the g-pawn walks to g8 without any hindrance.

In a nutshell, the strategy in the above process is to sacrifice the queen-side passed pawn to decoy the black king to the queen-side so that the white king could mop up black's central and king-side pawns before the black king gets back.



2 White to play and draw

Diagram 2 is more complicated because both sides have passed pawns on opposite wings. Black's advantage is obvious as his king is (diagram) well-placed and white's king is forced to capture the g-pawn before coming back to the defence of his queen-side. The continuation would be:

1 Kf2 Kc5

Black's plan is to capture the b2 pawn with his king via c5-b5-a4-b3. If he tries to take his king via the shortcut d3 then white's

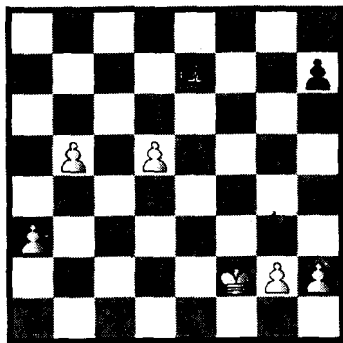
passed a pawn cannot be stopped from queening first.

2 Kg3 Kb5 Kg4 Ka4 4 Kf5 (the only move to draw) **4...Kb3 5 a4!**

The sacrifice of this pawn buys two valuable moves for white to move his king closer to black's c-pawn. If black ignores the a-pawn and capture b2, then white will queen on a8 just after black does on c1, and it would be a draw.

5...Ka4 6 Ke5 Kb3 7 Kd4 draw.

On the 4th move, white had to play the precise 4 Kf5! If he had played 4 Kf4 or 4 Kf3 black would win by going in for the variation where he allows white's a-pawn to queen: 4...Kb3 5 a4 Kb2 6 a5 c3 7 a6 c2 8 a7 c1=Q (If white had played 4 Kf4 this move would be check, leaving white no time to play a8=Q. We continue as if white had played 4 Kf3) 9 a8=Q Qh1+ and 10...Qa8



3 Guliev-Tukmakov 1993
Zonal, Nikolaev
White to play and win.

1 a4!

In the actual game white lost after 1 Ke3 Kd6 2 Ke4 c4 3 a4 c3! 4 Kd3 Kd5 and white gave up because after 5 Kc3 Kc5 white is in zugzwang: if 6 Kd3 Kb4 and while white captures the e-pawn, black devours the a4

and b5 pawns. Or, if 6 Kb3 e4 7 Kc3 e3 8 Kd3 Kb4 wins.

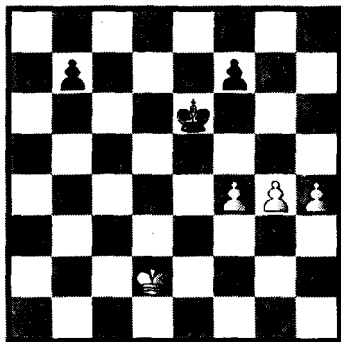
1...Kd6 2 a5 e4

If 2...Kd5 3 a6! Kd6 4 b6! Kc6 5 ba7 and queens.

3 a6!

If 3 b6? a6! and black draws by moving his king from d6 to d7 and back keeping both white passed pawns in check because white must do the same moving his king from e3 to e4 and back holding black's two passed pawns in check. However, after 3 b6? if 3...ab6? 4 a6! Kc7 5 d6 and wins.

3...Kc5 4 d6! Kd6 5 b6 Kc6 6 ba7 and queens on a8.



4.Gonsiorovsky-Grombchevsky 1974
White to play.

On first glance it appears that the position is equal or that black is slightly better on account of his passed b-pawn. One fact that is relevant in this situation is the advanced nature of white's pawns. But they do not seem to pose such a big threat because any passed pawn could be controlled by black's centrally placed king. However, things are not what they seem.

1 h5!

There is a general rule in pawn endings that when you are in doubt about which pawn to advance, then advance your pawn

which does not have an enemy pawn on the same file. Here it is the h-pawn.

1...Kd5?

The only way to draw was 1...f6. e.g., 2 Kd3 Kd5 3 g5 fg5 4fg5 Ke5 5 Kc4 and soon only the two kings would be left on the board.

However, by playing 3 Ke3 (without playing 3 g5) white could test black's end-game accuracy (and greed!) without risking anything: 3...b5 4 Kd3 b4 5 Ke3 b3 6 Kd3 b2 7 Kc2 Ke4 8 g5 and now black has the choice of drawing the game with 8...fg5 9 fg5 Kf5 10 h6 or falling into a trap and losing with 8...Kf5 9 g6! Ke6 10 Kb2 Kf5 11 Kc3 Ke6 12 Kd4 and black must lose as 12...Kf5 is met by 13 Kd5

2 Kd3?

Now, white overlooks a beautiful winning plan in the pawn ending: 2 g5! Ke6 3 h6! gh6 4 gh6 Kf6 5 f5!! and now any move by the black king would allow h6-h7. All that white has to do is go and capture the defenceless b-pawn and force the black king to move. After 2 Kd3 black is again presented with a chance to draw easily

2...f6 3 g5 Ke6?

The simplest way to draw is 3...fg5 4 fg5 Ke5.

4 Ke4?

4 g6 would lead to white's victory as shown at the end of the commentary to black's first move.

4...b5??

This was his last chance to save the game. He should exchange pawns on g5 and only then push his b-pawn.

5 f5! Ke7 6 g6 Kf8

Black has understood that his b-pawn is gone for nothing. All that he hopes for is a stalemate. He is going to play his king to h8 and g8 and hope that white would play Kf7 when his own king is on h8.

7 Kd5 Kg8 8 Kc5 Kh8 9 Kb5 Kg8 10 Kc5 1-0.

Black sees that he is lost after 10...Kf8 11 Kd6 Ke8 12 Ke6 Kf8 13 Kd7 Kg8 14 Ke7 Kh8 15 h6! Kg8 (If 15...gh6 16 Kf7 wins.) 16 hg7 (16 h7 Kh8 and it is stalemate on the next move.) 16...Kg7 17 Ke6 and 18 Kf6 winning.

Chapter 56

Weak Squares

DEFENCE is as much a vital part of chess as Attack. The general advice for attacking play is to start an offensive with the pawns on the opponent's castled position. The reverse is true when one is defending. Then, one should not move the pawns in front of the castled position unless forced by the opponent.

The weak squares could be illustrated by the position where black has moved his pawns to g6 and e6 and has his bishop on e7 after playing Ng8-f6-d7. In such a situation, black has no control over the h6 square which is weak. Even the f6 square is somewhat weak as it is not controlled by any pawn. These weak squares could be occupied by enemy pieces which could be driven away only by other pieces. As a pawn cannot move backwards, it creates a permanent weakness when it moves forward weakening a square. A weak square is defended only by a piece. This piece loses its effectiveness in the game because it is tied down to the defence of a weak square.

You could have heard players talking about 'dark square weakness' and 'light square weakness'. When black has pawns on f6, g7 and h6 he is said to have a light square weakness and when he has pawns on f7, g6 and h7 he is said to have dark square weakness. Weak squares could happen anywhere. Only, they could be extra dangerous if they happen close to the king. Let us see a few illustrative games.

Fischer-Panno

Buenos Aires, 1970

1 e4 c5 2 Nf3 e6 3 d3 Nc6 4 g3 g6 5 Bg2 Bg7 6 0-0 Nge7 7 Re1 d6 8 c3 0-0 9 d4 cd4 10 cd4 d5 11 e5 Bd7 12 Nc3 Rc8 13 Bf4 Na5 14 Rcl b5 15 b3 b4 16 Ne2 Bb5 17 Qd2 Nac6 18 g4!

We have said that one should avoid pushing the pawns in front of the castled position. In chess one should know when to break the rules. White is dominating the

king-side while black has a space advantage on the queen's wing. By playing g3-g4 white loses pawn control over the f4 and h4 squares. But white has so much of space advantage on the king-side that black is unable to exploit these in any way. This move prevents the black knight from getting to f4 and at the same time provides the white knight a good square at g3. It should be noted that the Ne7 has no move at all. Black's best move here is to play Be2.

18...a5 19 Ng3 Qb6 20 h4 Nb8 21 Bh6!

This is the standard method of attacking a castled position guarded by a fianchettoed bishop. Black sometimes avoids the exchange of bishops by moving away the Rf8 so that he could meet the exchange threat by Bg7-h8.

21...Nd7 22 Qg5 Rcl

After the exchange of the black square bishops, black's h6 and f6 squares would become weak squares. If now 22...Rc1 23 Rcl Re8 24 Bg7 Kg7 25 Nh5! Black's best would be to risk opening up his king-side with 22...f6.

23 Rcl Bh6 24 Qh6 Rc8 25 Rc8 Nc8 26 h5

Despite the exchange of rooks and the comparatively improved mobility of the black pieces white has splendid attacking chances because of the black square weakness around the black king.

26...Qd8

Black threatens 27...Qf8 when necessary. White does not allow that and finishes off that game in great style.

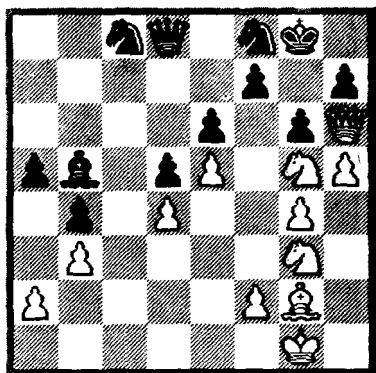
27 Ng5 Nf8

See diagram

28 Be4!!

This is a very fine attacking move exploiting black's weakness (diagram) at f6. If now 28...de4? 29 N3e4 and the threat of 30 Nf6 is devastating.

28...Qd7



This looks pretty good, but white is not yet finished with his bag of tactical tricks to exploit the weakened black king.

29 Nh7!! Nh7 30 hg6 fg6 31 Bg6 Ng5

This is as good as resigning, but black has nothing else to do. If 31...Nf8 32 Nh5 threatening 33 Nf6# Or, if 31...Qg7 32 Bh7 Qh7 33 Qe6 and 34 Qc8 next.

32 Nh5 Nf3 33 Kg2 Nh4 34 Kg3 Ng6 35 Nf6 Kf7 36 Qh7 1-0.

Geller-Unzicker
Interzonal 1952

1 d4 d5 2 c4 c6 3 Nf3 Nf6 4 Nc3 dc4 5 e4 b5 6 e5 Nd5 7 a4 e6 8 ab5 Nc3 9 bc3 cb5 10 Ng5 Bb7

If 10...h6? 11 Qf3 wins through a double attack.

11 Qh5 g6 12 Qg4 Be7 13 Be2 Nd7 14 Bf3 Qc7 15 Ne4

White is now ready to exploit the weaknesses at h6 and f6.

15...Nb6 16 Bh6 Rg8

This was forced as white was threatening Bh6-g7-f6. Now black has lost the right to castle on the king-side and he cannot castle on the queen-side as the Ra1 is ready to snap up a7.

17 Bg5! Be4 18 Be4 Nd5

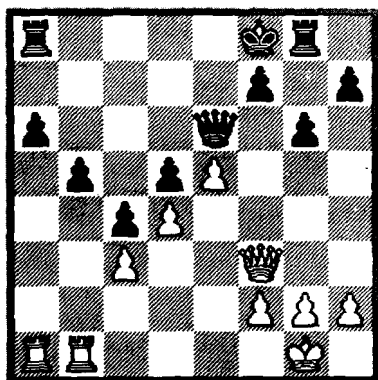
After 18...0-0-0 19 Ra5 b4 20 0-0 black is in big trouble.

19 Bd5 ed5 20 Be7 Qe7 21 0-0 Kf8 22 Rfb1 a6 23 Qf3

If white takes the offered pawn by 23 Rb5 ab5 24 Ra8 Kg7 he has no advantage. White's strategy is to keep the two black rooks disconnected so that for all practical purposes, black is a rook down.

23...Qe6?

Black would have better chances of a draw if he gave up his extra pawn by 23...Kg7 24 Qd5 Rgb8!



24 Qf6! Qc8

If 24...Qf6 25 e6 Ke8 26 Rb5 Kd7 27 Rd5 Ke6 28 Rc5 and white should win with careful play.

25 f4 Qb7 26 Ra5 Ke8 27 Rba1 b4 28 cb4 Qb4 29 Rd5 Qb7 30 e6 1-0.

If 30...Qd5 31 Qf7 Kd8 32 e7 wins, or if 30...fe6 31 Qe6 Kf8 32 Rd7 wins.

The next game was played in an original manner by two great players, from the past. The theme is the weakened dark squares around black's castled position.

Alekhine-Rubinstein
The Hague 1921

1 d4 d5 2 Nf3 e6 3 c4 a6? 4 c5 Nc6 5 Bf4 Nge7 6 Nc3 Ng6 7 Be3

This makes black's planned e6-e5 impossible.

7...b6 8 cb6 cb6 9 h4!

A knight on g6 invariably invites this response.

9...Bd6 10 h5 Nge7 11 h6!

All these moves are not according to the general opening principles which state that one should not make more than 3 pawn moves in the first ten moves and not to move the 'edge' pawns in the opening, but develop the pieces. Actually, white has not lost any moves with his h-pawn as the pawn has made the black knight make two moves. More importantly, white has managed to weaken f6 for future invasions.

11...g6 12 Bg5 0-0 13 Bf6!

If black's f-pawn is allowed to advance, the f6 weakness disappears.

13...b5

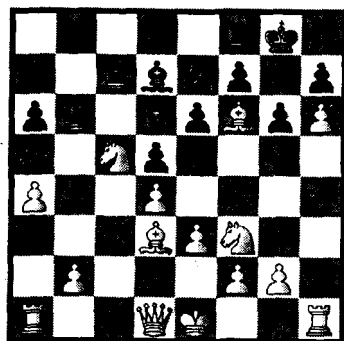
It is hard to envisage at this stage of the game that the advance of this pawn could provide a white knight with an important strategic base at c5. Black should try 13...Qc7 and plan on opening up the position with e6-e5 as white is behind in development.

14 e3 Bd7 15 Bd3 Rc8 16 a4! b4 17 Ne2 Qb6 18 Nc1 Rc7

Black underestimates white's manoeuvre with the knight. Better would have been 18...Na5 frustrating the opponent's plan. Grandmaster Anand once said "stop your opponent's plan, even if it is a bad one. Psychologically, you will be better!"

19 Nb3 Na5 20 Nc5!

Black obviously had not counted on this pawn sacrifice. Alekhine was famous for such sacrifices as he always tried to wrest the initiative and attacked the king.



20...Nc4

If 20...Bc5 21 d5 Qc5 22 Bd4 Qc6 (only move) 23 Ne5 Qb7 24 Ng4 and white will win at least the exchange with 25 Nf6.

21 Bc4 dc4 22 Ne5

After playing so well white misses the logical and quicker finish: 22 Ne4 (Threat 23 Bg7 R-moves 24 Nf6#) Nd5 23 Bg7 Rfc8 24 Nd6 Qd6 25 Be5 winning the exchange.

22...Be5 23 Be7 Bd6

If 23...Re8 24 de5 Re7 25 Ne4 and white threatens 26 Qf3-f6-f7# through the weakened dark squares.

24 Bf8 Bf8 25 Nd7 Rd7 26 a5! Qc6 27 Qf3 Rd5 28 Rc1 Qc7 29 Qe2 c3 30 bc3 bc3 31 Qa6 Ra5 32 Qd3 Ba3 33 Rc2 Bb2 34 Ke2! Qc6 35 f3 f5 36 Rb1 (Threat 37 Rbb2) Qd6 37 Qc4 Kf7 38 Qc8 Qa6 39 Qa6 Ra6 40 e4 g5 41 Kd3 Kg6 42 d5 fe4 43 fe4 ed5 44 ed5 Ra4 45 Rd1! Kh6 46 d6 Kh5 47 d7 Ra8 48 Ke4 Rd8 49 Kf5 Kh4 50 Rh1 Kg3 51 Rh3#

Weak Squares - 2

In this chapter we shall examine weak squares that are not in the neighbourhood of the king and therefore do not directly aid in a king-side attack. This calls for some experience in the game and a feel for positional chess. Whenever a pawn moves forward it creates two new strongpoints and leaves behind two weak squares - squares over which it has just released control. Not all of these 'weak squares' are exploitable. When such squares cannot be exploited, they are not known as weak squares. The weak squares of one player are automatically the strong squares of his opponent. A player's weak squares become outposts for his opponent's pieces.

M.Aaron - Ravi Hegde
National chp., Trichy
1979

1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 a6 6 f4 Qc7 a4 g6 8 Bd3 Bg7 9 0-0 Nbd7

If 9...Qc5 10 Kh1! (10 Be3 Ng4) 10...Ng4 (10 Qd4? 11 Bb5 and 12 Qd4+-) 11 Nf3 Nf2 12 Rf2 Qf2 13 Nd5 (threat 14 Be3 trapping the queen and also 14 Nc7 winning the rook) 13...Qc5 14 Be3 Qc6 15 Nb6 winning.

10 Kh1 0-0 11 Nb3

If black plays 11...Nc5 according to plan, then would follow 12 Nc5 Qc5 (if 12...dc5 white gets a great space advantage in the centre with 13 e5) 13 Qf3 and white would eventually play Bc1-e3 driving the black queen back with advantage.

11...e5

This move is generally played when white has moved Bf1-d3 because the Bd3 masks black's weakness at d5.

12 fe5 de5 13 Bg5 b6 14 Qe2 Bb7

White controls d5 while black controls d4. These two squares generally provide strong outposts for knights and here it is seen

that black will have to make many moves before a knight could land on d4 whereas white has it ready with Nbc3. Black's queenside pawns are weak and require careful handling. White already has two pieces trained on a6. If ...a6-a5 black creates a big hole at b5.

15 Bc4! h6 16 Bh4 Nh5 17 Nd5! Bd5 18 Bd5 Nf4 19 Qc4 Qe4

This has become necessary as white's Bd5 is becoming a very strong piece. If 19...Rac8 20 Qa6 Qc2 21 Rf2 Qc7 22 Rc1 Nc5 23 Nc5 bc5 24 b4 and white is on top.

20 Bc4 Rfe8 21 Nd2

This knight is shifted to a more useful square as it has nothing to do from b3.

21...Nc5 22 b3 Ra7

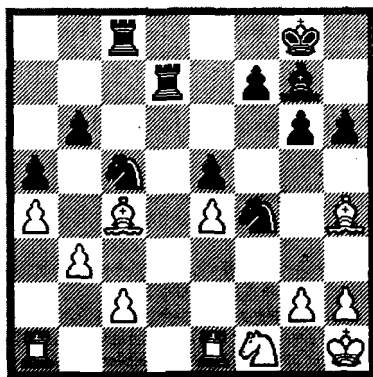
This rook has to keep an eye on f7 also.

23 Rfe1

This is necessary to support the pawn on e4 to enable the Nd2 to move to a more effective square, via f1-e3 or b1-c3

23...Rd7 24 Nf1 a4

Black wants his Nc5 to be free to do better things than just guard the a6 pawn. But now b5 is irreparably weak.



25 Rad1! Rd4

If black snaps up the e4 pawn, he ends up losing both of his queenside pawn: 25...Rd1 26 Rd1 Ne4? 27 Rd8! Rd8 28 Bd8.

26 Bf2! Rd1

More stubborn was to sacrifice the exchange and gain activity for his bishop with: 26...Rdd8 27 Bd4 ed4.

27 Rd1 Bf8 28 g3 Nfe6

If 28...Nh3 29 Bc5 Bc5 30 Rd7 Rf8 31 Kg2 Ng5 32 Bd5 and white can manoeuvre his knight to c4 via d2.

29 Kg2 Kg7 30 h4 Rc6

Black was in time trouble.

31 Bd5 Rc7

If 31...Rd6? 32 Ne3 for 33 Nc4+-

32 Ne3 Nd7 Better was 32...Nd4

33 Be6 fe6 34 Nc4

White is clearly winning after this. The knight occupies the strong c4 square from where his bishop was operating earlier.

34...Rb7 35 Be3 Rc7 36 Bc1! Nc5 37 Bb2 Kh7 38 Be5 Rb7 39 Rd8 1-0.

(Time). If 39...Bg7 40 Nd6 and white should win easily.

There is a variation in the Caro Kann Defence which illustrates a white square weakness on the king-side: 1 e4 c6 2 d4 d5 3 e5 Bf5 4 g4 Bg6? 5 h4 h6 6 h5 Bh7 7 e6 fe6 8 Bd3 Nf6 9 Bh7 Rh7 10 Qd3 When the queen has easy access to the weakened g6, f7 and e6 squares.

We will now see a game with similar characteristics but from an entirely different opening.

Bogolyubov - Gottgilf Moscow, 1925

1 Nf3 Nf6 2 c4 e6 3 d4 d5 4 e3 Bf5 5 cd5 cd5 6 Nc3 e6 7 Ne5 Nbd7?

Lasker has recommended that 7...Nfd7 is the only move here. Now white utilised the position of black's queen's bishop to carry out a vigorous attack on the king-side.

8 g4! Bg6

If 8...Ne5 9 de5 Ng4 10 Qa4 Ke7 (if 10...Qd7?? 11 Bb5) 11 Qb4! Kd7 (11...Ke8?? 12 Bb5+) 12 Qb7 Qc7 13 Bb5 Kd8 14 Qa8+- In the above, if 9...Bg4 10 Qa4 Nd7 11 Qg4+-.

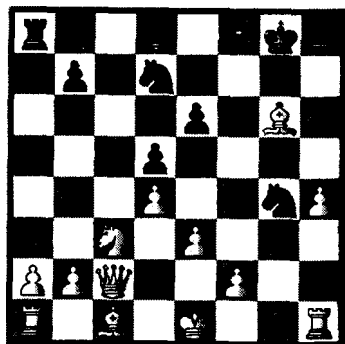
9 h4 h6

If 9...h5 10 Ng6 fg6 11 g5 when black would lose the knight after 11...Ng4 12 f3 and a pawn after 11...Ne4 12 Ne4 de4 13 Bg2. His best would be to retreat his knight and regroup via g8-e7-f5. White would then probably exploit black's cramped position and lack of development by opening up the centre with e3-e4. This would have been better for black than what happens in the game.

10 Ng6 fg6 11 Bd3 Kf7 12 Qc2! Ng4

As the g6 pawn is beyond saving, black gets at least white's g4 pawn in exchange. Perhaps better would have been to play 12...Bb4 to complete development and drive back the bishop from g6 with a later...Nf8.

13 Bg6 Kg8



14 Nd5!!

This combination exploits further the weakened white squares in black's king-side. The queen now joins the bishop in attacking along the white squares while the black squares are blocked with black's own pieces.

14...ed5 15 Qf5

This threatens both Qe6# and Qxg4 when he will be a pawn up.

15...Bb4 16 Ke2 Qf6 17 Qg4 Nf8 18 Bd3 Ne6 19 Qf5

White has won a pawn and now wishes to complete his development by Bc1-d2. He cannot do it straightaway as after the exchange on d2 black will play ...Qxf2. Therefore, the exchange of queens has to come first.

19...Qf5 20 Bf5 Kf7 21 Bd2 Bd2 22 Kd2 g6 23 Bc2 g5?

This only leads to one more weakness for black to defend in the endgame. Better would have been 23...Rhd8 and later defend his g6 pawn with ...Nf8.

24 Bb3 Rad8

24...Rhd8 would allow 25 hg5 hg5 26 Rh7 Ng7 27 e4 Kg6 28 Rahl de4 29 R1h6 Kf5 30 Rg7+-

25 hg5 Ng5 26 Rh5 Kg6 27 Rahl

Now both the black rooks are tied down to defend their isolated pawns.

27...Rd6 28 Bc2 Kg7 29 Rg1! Rg6!

The exclamatory mark is for his spirit for trying his best to make white's task difficult. White was threatening 30 f4 winning the knight. 29...Kf6 loses to 30 Rgg5. After 29...Rg6, if 30 Bg6, then 30...Nf3 31 Kd3 Ng1 and black will put up some more resistance.

30 Kd1! 1-0.

By avoiding the ...Nf3+, white now threatens to take the rook without any risk as well as win the knight by f2-f4.

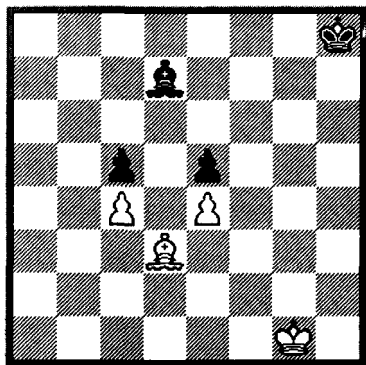
Chapter 57

The Bad Bishop

THE understanding of the 'bad bishop' is perhaps a key element towards the understanding of positional chess. We often overhear some players discussing their game and attributing their loss to their bad bishop. One can define a bad bishop as a bishop whose movements are restricted by its own immobile pawns, especially when it is confined to its half of the chess board.

A bishop hemmed in by its own blocked pawns has no easy freedom of movement and is also unable to attack the enemy pawns as they are placed on the opposite colour squares.

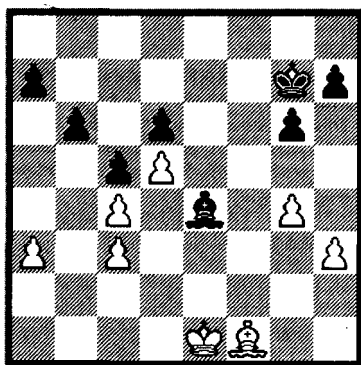
Take the following simple position:



No.1

It is easily seen in No.1 that the white bishop is not only restricted by its own pawns, but also it cannot ever attack the black pawns. And the exact opposite is true of the black bishop. For example, if it is white to play, the game can go: **1 Be2 Ba4 2 Bd3 Bd1 3 Bf1** (if **3 Bb1 Be2 4 Ba2 Bd3** wins the e-pawn.) **3...Bc2 4 Bg2 Bd3** and the c-pawn is lost.

Of course everything in bishop and pawn endings are not as simple. Take diagram No.2



2. Tzvetkov-Smyslov
Moscow 1947
Black to play

In No.2 both players have white square bishops. But only white's central pawns are fixed on white squares, which means that black has some theoretical advantage. Black sees that white's king side pawns are not fixed on white squares and he is threatening h3-h4. Therefore, he forestalls it with:

1...g5!!

Now, white has four pawns on white squares, which means that his prospects are grim. Black can bring his king unhindered to e5 from where he would threaten to enter the white king-side through f4 while his bishop would keep the enemy pieces occupied with other problems. In the endgame, the king should become an active player as most of the pieces which could harass the king with mating threats have already left the board. There is one minor factor which is worth mentioning about this position. White has three clusters of pawns. These are known as pawn islands. One island is on the

a-file, the second is on the c and d-files while the third is on the g and h f-files. Against this, black has only two pawn islands as you can see. The fewer the pawn islands, the better the position.

2 Kf2 Kf6 3 Ke3 Ke5 4 Be2!

The exclamatory mark is given to show that this is the only move by which white can prolong the game. Obviously, white cannot exchange bishops with 4 Bd3 Bd3 5 Kd3 Kf4 and the black king gobbles up the king-side pawns. The text (4 Be2) looks like a blunder but it is not so because after 4...Bg2 5 Kf2! Bh3? 6 Kg3 traps the bishop.

4...Bc2 5 Kd2 Bb1 6 Ke3

The only move, because if 6 Kc1? Bc4 and white cannot stop black's king from entering f4 next move.

6...h6 7 Bf3 Bc2 8 Be2 a6

Black is planning...Ba4 and b6-b5 so that after the exchanges on b5, white's d5 pawn falls.

9 Kd2 Ba4 10 Ke3 b5 11 cb5 ab5 12 Bf3 Bb3 13 Be2

This is the only defence. If now 13...Kd5? 14 Bb5 when it will be black's turn to worry over white's distant passed pawn.

13...Bc4!!

Black had to calculate the ensuing pawn ending accurately. If now 14 Bf3? Bd5 and black should win comfortably.

14 Bc4 bc4 15 a4 Kd5 16 a5 Kc6 17 Ke4 d5! 18 Ke5 d4 19 cd4 c3 20 d5 Kd7!

Black willingly allows the a-pawn to queen. He has calculated that he would queen first and mate immediately. Note that black had to visualise this when he started this action with 10...b5!

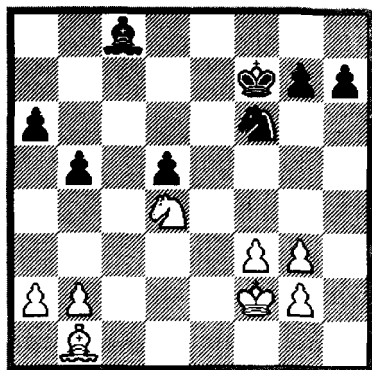
21 a6 c2 22 a7 c1Q 23 a8Q Qf4 mate.

Now let us see another bishop versus bishop duel, even though to start with the players have a knight each in addition. Diagram No.3

See diagram

3 Karpov-Hort
Budapest 1973
White to play

Material is equal with white having doubled pawns on the king-side and black hav-



ing a well blockaded passed pawn on d5. Actually, black's d5 pawn is his problem. It is on the same colour square as his bishop and becomes an object of attack. The white king has plans of penetrating black position by Kf2 e3-d4-c5(e5). Still, all this advantage is not enough for white to win because of the presence of a pair of knights on the board. Sometimes a theoretically equal position and a drawn game are very different things. For many players who have not progressed much they are 'quite often' different things! The same way, a won game is not won till the opponent signs on the score-sheet after writing the result that he lost!

1 Ke3 Ke7 2 b4!

Once again we see the familiar ploy of fixing the opponent's pawns on squares of the same colour as the opponent's bishop.

2...g6?!

Better would have been 2...h6 playing according to the principle of placing pawns on squares of the colour opposite to his bishop. Moreover, white would find it hard to create a passed pawn with his doubled pawns on the king-side if the black pawns are on g7 and h6.

3 g4 Nd7 4 f4 Nf8?

Black plans to exchange knights. This will only help white. The presence of knights on the board would lessen the bad effects of the bad bishop. Black had two alternatives.

A weak alternative would be 4...Nb6 5 Nc6 Kd6 6 Ne5 Nc4 7 Kd4 Ne5 8 fe5 Kc6 9 g5 Bg4 (9...Bf5? 10 Bf5 gf5 11 g3 and black is in zugzwang.) 10 Bd3 Bd1 11 g3 Bf3 12 Bf1 Bg4 (Black must not allow Bf1-h3-e6-g8xh7.) 13 Bg2 Be6 14 Bf3 Bf7 15 Bg4 Bg8 16 Bc8 Kb6 17 e6! and white wins.

A hopeful alternative would be 4...Kd6 5 g5 Nb6 6 Kf3 Bd7 with a difficult game for black.

5 g5 Kd6 6 Kf3

The white king changes direction as right now it cannot do much from d4 as the black king is on d6. White now threatens g2-g4, f4-f5.

6...Ne6?

This makes white's task easy. Better was 6...Bd7 waiting for white to show his hand.

7 Ne6 Be6 8 Ke3

With the exchange of the knights a different position has arisen and it calls for play similar to the alternative discussed at black's fourth move.

8...Bg4 9 Bd3! First it is necessary not to allow black's bishop into his parlour when he plays Kd4.

9...Be6 10 Kd4 Bg4 11 Bc2! Be6

If here 11...Be2? 12 f5! gf5 13 Bf5 wins h7.

12 Bb3 Bf7 13 Bd1! Be6 14 Bf3! Bf7 15Bg4! 1-0

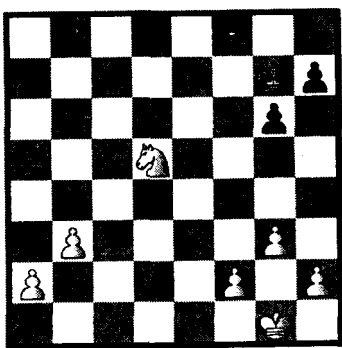
There is no stopping Bc8 winning the a6 pawn. If the black king moves to c6 to support a6, then white plays a2-a3 and then penetrates the black king-side through Kd4-e5-f6 etc., winning very easily.

Chapter 58

Bishop Against Knight

(When the bishop is stronger)

IN an endgame where both sides have pawns on both wings and the pawns are not blocked, the superiority of the bishop becomes evident. The reason is that the long range activity of a bishop becomes very powerful in an open position. Even though the bishop may be on the king-side, it can watch over the queen-side. The knight cannot do this as its range of action is limited to two squares. Whereas the bishop can cover as many as seven squares in an open board. Take a good look at diagram no. 1



It looks as though white is better with his knight on the central d5 square. But the knight is unsupported and black gains time by attacking it with his king. The king should be actively used in the endgame as mating threats against it are very rare with the exit of many of the pieces from the board.

1...Kf7 2 Kf1 Ke6 3 Ne3

White's idea is to put up a defensiveordon with Nc2 so that his pawns and knight

together would prevent the entry of the black king into his camp. White had other alternatives and to understand such endgames it is necessary to examine them:

(a) **3 Nc3 Ke5 4 Ke2** (If **4 f4** not **4...Kd4 ? 5 Nb5 Kc5 6 Na7 b5 7 a4 b4 8 Nb5** but **4...Kf5** fixing the white pawns on black squares so that in the future the bishop would be able to attack them and give the knight the additional task of defending them.) **4...a6 5 Kd3 h5!** with the idea of playing **g6-g5-g4** and then playing **Bc5** attacking **f2**.

(b) **3 Nc7 Ke5 4 Ke2 Bd6 5 Nb5 (5 Ne8? Bb8** and the black king goes back to eat the trapped knight at e8.) **5...Bb8** transposing to a position similar to the actual game.

3...Ke5 4 Nc2 Ke4 5 Ke2 Be5 6 f3

This loosens up white's pawns on the king-side which makes them objects of attack.

6...Ke5 7 h3

If black did not have a plan, white could just play his king from e2 to f1 and back. But then white would put his pawns on f5, g5 and h5 and then put **g5-g4** so that when the f-pawn leaves f3, he could advance his king to e4. From e4, the king could advance still further as white would soon be in zugzwang.

7...f5 8 Kf1 h5 9 Ke2 h4!!

By this timely sacrifice, the black king enters the white camp and destroys the pawns.

10 gh4 Be7 11 Ke3 Bh4 12 f4

This is forced as otherwise black could play **...Bg5** driving away the white king from e3 and then entering with **Kf4**. In this phase of the game, black tries to penetrate white's

camp while white tries to obstruct this plan. But now, black has, as his objective, taking his king to e4 while his bishop would keep the f4 pawn under threat.

12...Kd5 13 Nb4 Kd6

If 13...Kc5? 14 Nd3 Kd5 15 Ne5 and it is black who is in trouble. Even in a winning position, it is necessary to look for counter-attack from the opponent.

14 Nd3 Bf6 15 Nb4 a5 16 Nc2

If 16 Nd3? Kd5 and black would now play b6=b5, a5-a4 and threaten to penetrate with his king (Kd5-c4). Soon, white would be in zugzwang (any move that he makes would lose material).

16...Kc5 17 a4

This is a major decision. It is interesting to examine whether white could have remained in his shell and hoped for a draw by not moving any pawn. Even then, black would win as the following shows: 17 Kf3 b5 18 Ke3 a4 19 Kf3 ab3 20 ab3 Kd5 21 Ke3 Bb2 22 Kf3 (22 Nb4 Kd6 23 Nc2 Bc1 24 Kf3 Bd2 and soon, white would be in zugzwang.) 22...Bc1 23 h4 Bb2 for Bf6 next winning the h4 pawn.

17...Bb2 18 Kf3 b5 19 ab5 Kb5 20 Kg3 Bc1 21 Ne1 Bb2

Of course, 21...Kb4? 22 Nd3 and white wins the bishop.

22 Nd3 Bd4 23 h4

White tries to exchange off the king-side pawns as he would be in zugzwang when the black king returns to d5. The threat now is 24 h5 gh5 25 Kh4.

23...Bf6 24 Ne5 Bd8!

Now, black's main weapon is his a-pawn. If here 24...Kb4 25 Nc6 and black makes no progress. The ending which arises after 24...Be5 is drawn and the student is well advised to examine this himself.

25 Nd3

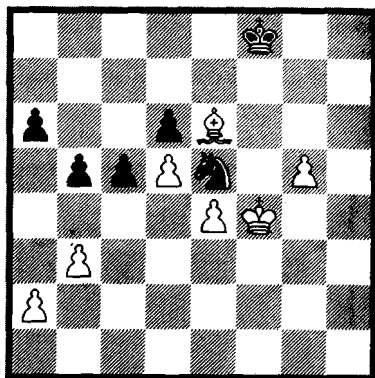
If 25 Ng6 Kb4 26 Ne5 Kb3 27 Nc6 a4!-+

25...Kc6 26 Kh3 Kd5 27 Ne5 Kc5!

A very nice manoeuvre. If 27...Kd4? 28 Nc6 Kc3 29 Nd8 Kb3 30 Nb7! a4 31 Nc5 Kb4 32 Na4 Ka4 33 h5! gh5 34 Kh4 Kb5 33 Kh5 and it is white who wins!

28 Kg3 Kb4 0-1.

After 29 Nc6 Kb3 30 Nd8 a4, white cannot stop the a-pawn from queening. Though still losing, white should have tried this with 30 Na5!? Ba5 31 h5 when black has two ways to win: (a) 31...Kc4! 32 hg6 Bc3 33 Kh4 Bf6 34 Kh5 Kd5 35 g7 Bg7 36 Kg6 Ke4 wins and, (b) 31...gh5 32 Kh4 Kc4 33 Kg5 (33 Kh5 Kd5 wins) 33...h4! 34 Kh4 Kd5 and black wins.



No.2 Korchnoy-Portisch
Sousse 1967
White to play.

White has an extra pawn and a fairly well advanced king. But black's knight is well entrenched in the centre and can help create a passed pawn on the c-file. Almost all of white's pawns are on white squares, the same colour on which his bishop operates, but activity of a piece is more important than other factors. 1 Bc8 Ng6 2 Kf3 Of course, 2 Kf5?? would lose the bishop to a fork with 2...Ne7. 2...Ne5 3 Ke3 a5 4 Ba6 b4 5 Bb5 Kf7 6 Kf4 White now plans to enter e6 with his king. 6...Kg7 If black tries to break through on the queen-side he would lose:

6...c4?! 7 bc4 (7 Bc4?? Nc4 8 bc4 a4 9 Ke3 b3 10 ab3 a3 and the a-pawn queens.) 7...Nd3 8 Kf5 Nc5 9 e5 de5 10 Ke5 a4 11 Ba4! Na4 12 d6 and the black king and knight cannot prevent one of white's three passed pawns from queening. 7 **Kf5 Kf7** If 7...Nf3 setting a trap, white can walk into it with advantage: 8 Ke6 Nd4 9 Kd6 Nb5 10 Kc5 Nc3 11 e5 and once again the two black

pieces cannot cope with white's three passed pawns. 8 **Be2 a4** If 8...c4 9 bc4 a4 10 Bd1 b3 11 Bb3! (11 ab3?? a3 wins) ab3 12 ab3 and black is helpless. If 12...Ke7 13 g6, or if 12...Nd3 13 g6 Kg7 14 Ke6 wins. 9 **ba4! c4** 10 **Bh5! Kg7** If 10...Ke7 11 g6 Ng6 12 Kg6 wins. 11 **Bd1 c3** 12 **Ke6 Nc4** 13 **a5! 1-0.**

If 13...Na5 14 Kd6 Nc4 15 Ke7 Nc3 16 Ba4.

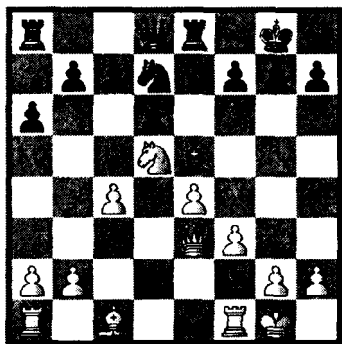
Chapter 59

Bishop Versus Knight

(When the Knight is stronger)

As a rule, a knight is stronger than a bishop when the position is blocked and especially when the bishop, and its blocked pawns, are on squares of the same colour. This is so, because the long range action of the bishop is severely restricted in such cases. In an open position, with pawns on both sides of the board, the bishop is superior because its range of influence is much greater than that of the knight. An additional handicap of the bishop is that it can affect only squares of one colour whereas the knight can hop back and forth to squares of any colour. The accent here is on the end-game though the same idea also often work in the middlegame.

In the example given below, we shall see how even a grandmaster can get saddled with a bad bishop against a good knight.



Suetin-Keres
Budapest, 1970
White to play.

In the diagrammed position, white's queen would feel more comfortable at c2

than at e3. He would not have thought that his attempt to exchange off queens would lead to a positionally lost game.

1 Qg5? Bd4! 2 Kh1 c6 3 Nc3?

This leads to the smash up of his pawn structure. If 3 Qd8 Rad8 4 Ne3 Nb6 5 Nf5 (5 Nc2 Bf6 6 Na3 d5! 7 cd5 cd5 8 ed5 Re2 9 Rb1 Rd5 and black has a near winning position) 5...Bf6 6 Ne3 d5! 7 cd5 cd5 8 Nd5 Nd5 9 ed5 Rd5 10 Rb1 Re2 11 a3 Rc5 with the threat of 12...Rcc2 winning.

3...Bc3!! 4 bc3 Ne5! 5 Rb1

Unable to defend c4, white is forced to counter-attack.

5...b5!

Black could of course defend his b7 pawn and then take c4. But he is not as much interested in the capture of the c4 pawn as in the control of the c4 square and the a-file.

6 cb5 ab5 7 Rb2 Qg5 8 Bg5 f6 9 Bc1 Kf7

Now both players bring their kings into active play, and to the centre, to lend a helping hand to their pieces. Black's knight will be well placed at c4 and the two rooks will dictate play along the semi-open a-file. In contrast, white has an inactive bishop and two rooks defending the a-pawn along the second rank. White's prospects are grim.

10 Kg1 Ra4 11 Rd2 Ke6 12 Rff2 Rea8 13 Rfe2 h5

Operating on two fronts is good when the opponent is under pressure. He will be worrying about the direction from which the opponent would launch his final attack. If white succeeds in dourly defending his weaknesses on the queen-side, black would like to have some fresh weaknesses on white's king-side which would be created by g7-g5-g4.

14 f4?!

White forestalls black's plan of g7-g5, but now he has put an important pawn on a black square, impeding the movement of his already lethargic bishop.

14...Nc4 15 Rc2 f5!

This fixes the f-pawn on f4 for good and loosens white's control over d5 which will be a good square for his knight to occupy and from where he could threaten white's c3 pawn.

16 e f5 K f5 17 K f2 N b6 18 K f3 N d5 19 g3 Rc4 20 h3 Raa4

Black does not want white to be relieved of the misery of finding activity for his bishop. He therefore avoids 20...Nc3 21 g4 hg4 22 hg4 Kg6 (22...Kf6 23 Bb2) 23 Re6 Kf7 24 Rd6 When black has chances of survival. The c3 pawn cannot run away and it can be taken whenever black chooses to. Therefore he takes his time moving his pieces to ideal squares before taking on c3.

21 a3 Kf6 22 Re8

White tries to take his rooks into the enemy camp when the enemy rooks are concentrating on devouring white's pawns on the queen-side.

22...b4! 23 ab4 Nb4 24 Rce2 Rc3 25 R2e3

White sacrifices his bishop with hopes of getting perpetual check with his rooks. But if 25 Be3 Nd5 will lead to the mass exchange of all pieces leaving black with a simple won pawn ending.

25...Rc1 26 Rf8 Kg6 27 f5 Kh7 28 Ree8

It looks as though white has woven a mating net. But the net has a hole in it as white is forced to exchange a pair of rooks.

28...Rc3 29 Ke2

If the king went up with 29 Kf4 he would be walking into an ambush along the 4th rank: 29...Nd5 30 Kg5 Rg3 31 Kh5 Rh3 32 Kg5 Rg3 33 Kh5 Nf6 etc.

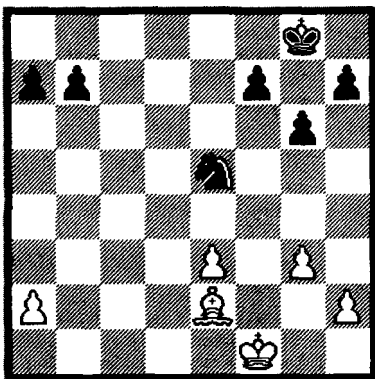
29...Ra2 30 Kd1 Ra1 31 Ke2

If 31 Kd2, Rc2 32 Ke3 Re1 exchanges one pair of rooks and the danger to black is gone.

31...Rc2 32 Kf3 Rf1 0-1.

After 33 Ke3 Re1 one pair of rooks is exchanged off and black remains with a knight and pawn more.

The next ending shows how an extra pawn in a knight versus bishop ending tends to end decisively even though a drawn result is indicated.



S.V.Natarajan - M.Aaron
Singapore 1975

In the diagrammed position, queens had just been exchanged on the e5 square. Both players now manoeuvre their kings to the centre to command more space. A good plan for white would be Bd1, Ke2, Bb3, Bd5 and adopt a wait and see policy.

36 Ke1 Kf8 37 Kd2 Ke7 38 Kc3 Kd6 39 Kd4 g5?! 40 Ke4 Ke6 41 g4?

This is the natural reaction to black's threatened ...f5. But this placed the f-pawn on a white square and restricts the activity of his white square bishop. A good idea was to let black play ...f5 and answer it with Kd4. When you are playing with your back to the wall in a game it is sometimes a good policy to let your opponent think that you are dancing to his tune and make him over confident.

41...f6 42 a4?

As white is playing for a draw it was better to hold the pawns back and wait for black to advance his. Once this pawn crosses a4, it becomes an object of attack. It was best left at a2.

42...Nd7 43 Bc4 Ke7 44 a5

This was the sealed move, and a bad one. Better was 44 Kf5. As a general rule avoid making a pawn move your sealed move because a pawn move is an irrevocable commitment. All pieces can retrace their steps but not a pawn. The pawn on a5 now gives black a ready made object of attack.

44...Ne5 45 Be2 a6 45 Kd5

As his a-pawn is doomed, white tries to take one of black's pawns. But this exercise takes his king far away from the king-side where the final battle will be fought.

46...Nc6 47 Kc5

If 47 Ba6 Nb4 48 Kc5 Na6 49 Kb6 Kd6 50 Kb7 Nb4 51 a6 Na6 52 Ka6 Kd5 and the black king will wipe out the white pawns before the white king trudges back into the king-side.

47...Na5 48 Kb6 Nb3 49 Kb7 a5 50 Kc6 a4 51 Bd1 Ke6

Black's a-pawn is bound to fall, but black will give it back only after a fight and after drawing the white king and bishop to the pawnless queen-side.

52 Kb5 Ke5 53 Ka4 Nd2 54 Bc2 h6 55 Bd3

White has recovered his lost pawn and has so far managed to keep the black king and knight away from his king-side pawns. But with his king far away and the knights superiority over a bishop in manoeuvring within a confined space, white's defeat becomes nearer and nearer.

55...Nf3 56 h3 Ng1 57 Kb3

White decides to give up his h-pawn because after 57 Bf1 Ke4 he could resign.

57...Nh3 58 Kc3 Nf2 59 Be2 Ke4 60 Kd2 f5! 61 g5 Kf5 62 Bf3 g4

The march of the two black passed pawns is instructive.

63 Bg2

Better was 63 Bc6. At g2 the bishop is bound to get kicked by the h-pawn.

63...h5 64 Ke2 Ne4 65 Kf1 h4 66 Kg1 h3 67 Bf1 Kg5 68 Bd3 Nd2! 69 Kf2

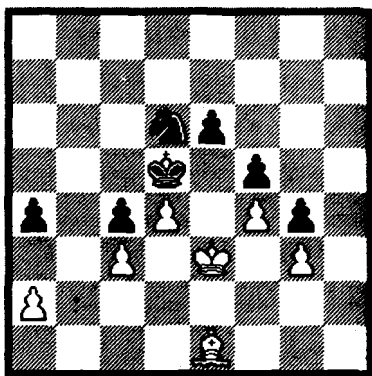
If 69 Kh2 there are two ways to win, the prosaic 69...Kh4 as well as 69...Nf3 70 Kg3 h2 71 Kg2 Ne1 winning the bishop. Notice how the knight dominates the bishop.

69...Kh4 70 Be2 Ne4 71 Kg1 Kg3 72 Bg4 h2 0-1.

Triangulation

The next position is an illustration of how a knight manoeuvres into the enemy position in a completely blocked position. This is also a good example of 'triangulation' in which a king 'loses' a move to achieve the same position with the other player to move.

The other player gets into zugzwang after the triangulation is successfully concluded.



3.Henneberger-Nimzowitch

Winterthur, 1931

Black to play.

No.3 shows a heavily blocked position. If it were a little more blocked on the queen-side, even the knight with its ability to jump through blocks would not be able to penetrate the white position. In the diagrammed position, if black played Ne4, then white would stay put, moving his king between e3 and e2 as the black king cannot penetrate the queen-side. Black's plan is to get his knight into white's queen-side while keeping his king at d5, tying down the white king to e3.

1...Nb5 2 Bd2 Na3 3 Bc1

If 3 Be1 black would enter a winning pawn ending after 3...Nc2 4 Kd2 Ne1 5 Ke1 Ke4 6 Ke2 a3! and black has the opposition and white must allow the black king either into d3 or f3.

3...Nb1 4 Bb2

In this position, if white were to play, he would lose, because Bb2 is answered by a4-a3 and a king move is answered by Kd5-e4. But how to get this position with white to play? Here come the tactic of triangulation by the black king. He will move his king among the d5, d6 and c6 squares and catch the white king on the wrong square.

4...Kd6 5 Ke2

Unfortunately for white, he has only this square to go to because he must also keep the knight out of d2. For example, if 5 Kf2 Nd2 6 Kg2 (if 6 Ke2/3, then ...Ne4 and g3 falls; and on 6 Bc1 Ne4 and c3 falls) 6...Kd5 and black plays ...Ke4 next, winning. The difference in the position of kings is therefore clear. The black king has a choice of 3 squares to go to while the white king has only two. Triangulation wins.

5...Kc6!

This is known in chess as triangulation. The black king 'loses' a move to get the same position with white to play.

6 Ke3

As we have already seen, if 6 Kf2, Nd2 or if 6 Ba1, Kd5 7 Ke3 a3 and now white's only hope is to try trap the knight: 8 Ke2 Ke4 9 Kd1 Kd3 and all is over.

The main alternative is to win the knight directly: 6 Kd1 Kd5 7 Kc2 Ke4 8 Kb1 Kf3 9 Ba3 Kg3 10 Bc5 (the bishop must be able to control g1, Black's queening square) 10...Kf4 11 d5 ed5 12 Kc2 Kf3 13 Kd2 f4 14 Ke1 Kg2 and white is helpless against black pushing his f and g pawns to queen.

6...Kd5

Thus black has achieved by triangulation, the same position envisaged after white's 4th move with white to play. It is zugzwang, as any move by white will cost him very heavily.

Chapter 60

Study the Classics

Chess has a rich heritage with fabulous men who have made their mark by extraordinary good play. A game becomes a classic when it is very attractive and it becomes quoted regularly as a model for the younger generation of chess players to emulate.

In the old days, the art of defence was hardly considered as something that could lead to success. If one player attacked the other player reacted by counter-attacking, there was no elaborate winning defence.

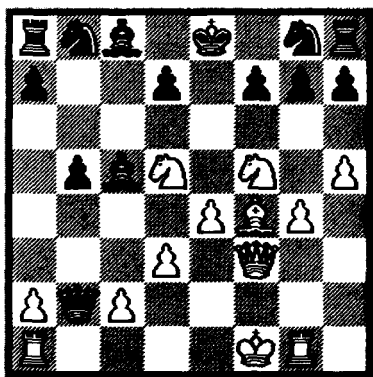
Nowadays, at the higher levels of international chess, defensive strategies are deeply studied and successfully implemented. But at the lower levels, specially among inexperienced players, the same state of affairs exists as it used to be in the days of old: attack is met by counter-attack and nothing else. Those of us who are inexperienced and are at a lower level can therefore gain a lot by going through the old classical games and acquire tactical skills of a high order. Our opponents are generally strangers to defensive chess and are wide open to blistering attacks. An uncastled king, castling on opposite wings, weakening your own castled position, not taking care of your own king's safety, etc., are common features in old classics.

The very first classical game that comes to our mind is the immortal game played in the London tournament of 1851.

Anderssen - Kieseritsky

1 e4 e5 2 f4 (The King's Gambit) 2...e4 (The King's Gambit Accepted) 3 Bc4 Qh4 4 Kf1 b5 5 Bb5 Nf6 6 Nf3 Qh6 7 d3 Nh5?! The threat is 7...Ng3 winning the exchange. Obviously there were no opening principles during those days. Black uses his queen and knight to the exclusion of other pieces and lags behind in development. 8 Nh4 Qg5 9 Nf5 c6 10 Rg1! White embarks on an unusual path aiming to trap the black queen. Sacrificing a piece for an attack was routine in the good old days. 10...cb5 11 g4! Nf6 12

h4 Qg6 13 h5 Qg5 14 Qf3 This threatens 15 Bf4 winning the queen. Black is forced to retreat his knight to its original square, a clear loss of tempi. 14...Ng8 15 Bf4 Qf6 16 Nc3 Bc5. On the board one notices that only three of black's pieces are not on their original squares whereas most of white's pieces are up and about. This means that white has a big lead in development and he should be able to carry out a successful attack. 17 Nd5 Qb2



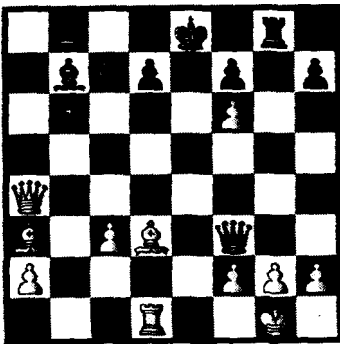
18 Bd6! With all of his minor pieces getting within firing range of the enemy king, white starts the attack sacrificing both rooks. 18.. Qa1 19 Ke2 Bg1 20 e5! Na6 The white pieces have a stranglehold over the black king which is stuck in the centre. 21 Ng7 Kd8 22 Qf6! Nf6 23 Be7 1-0.

The next classic is also credited to Anderssen. It was played a year later in Europe.

Anderssen - Dufresne

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 This is the Evans Gambit. This has almost disappeared from tournament practice in recent times. The reason is not far to see. Defensive techniques have become stronger than

romantic gambits. But it is so out of date not that it is playable again! At the cost of a pawn white has a lead in development, open diagonals for his bishops and a space advantage. **4...Bb4 5 c3 Ba5 6 d4 ed4 7 0-0 d3** This is a tactic to slow down white's attack. By pushing the pawn to d3, black leaves a white pawn on c3 which will hinder the natural development of the Nb1 to c3. **8 Qb3 Qf6 9 e5 Qg6 10 Re1 Nge7 11 Ba3 b5?** Better was 11...0-0 castling into safety and asking white to prove what compensation he has for his sacrificed pawn. But as we said earlier, attack was always met by counter-attack and defending a position was not considered seriously. **12 Qb5 Rb8 13 Qa4 Bb6 14 Nbd2 Bb7 15 Ne4 Qf5? 16 Bd3 Qh5** Capturing the e5 pawn with his king still on e8 would be suicidal: **16...Ne5 17 Ne5 Qe5 18 Be7 Qe7 (or Ke7) 19 Ng3** and the queen is lost. **17 Nf6! gf6 18 ef6 Rg8 19 Rad1?** This leads to a lovely finish and gets this game the name of Evergreen Game. But this move is dubious and succeeds because of lack of alertness on black's part. Black could now reply **19...Rg2! 20 Kg2 Ne5** throwing white into defence. By playing **19 Be4** white would have controlled the game and remained in a very superior position. **19...Qf3 20 Re7 Ne7**



21 Qd7!! Kd7 22 Bf5 Ke8 If22...Kc6 23 Bd7# 23 Bd7 Kd8 24 Be7#

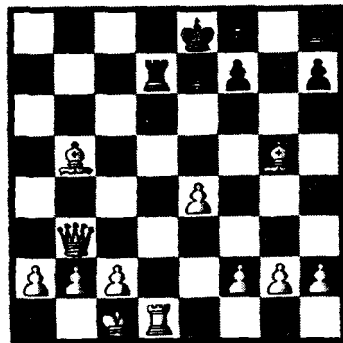
Many of the games of the American chess genius Paul Morphy (1837-1884) have thrilled chess players all over the world. He

was probably the first player in the world to understand and tactically exploit the advantage of lead in development. He was, in a way, many mental years ahead of his contemporaries. The following game of his given below is a well known classic and most of you would have seen it. But it deserves yet another closer look.

Morphy-Consultants

Paris 1859

1 e4 e5 2 Nf3 d6 This is the Philidor Defence. It is passive by nature, but playable. **3 d4 Bg4?!** This hands over the initiative to white on a platter, but it took a Morphy to demonstrate how. Nowadays **3...Nbd7** or **3...Nf6** are played. **4 de5! Bf3 5 Qf3 de5 6 Bc4 Nf6!** As black's Bc8 has already gone, **6...Qd7** was preferable. **7 Qb3 Qe7** Realising that the b-pawn is anyway lost, Black plans to meet **8 Qb7** by **...Qb4+** exchanging queens. The black players obviously considered that though they maybe a pawn down they had a chance against Morphy's attacking genius if the queens were exchanged off. **8 Nc3 c6 9 Bg5 b5?!** Though behind in development black embarks on an adventurous course, blissfully unaware of what white is cooking up. He should play the laborious **9...Qc7** then **...Bc5** and **0-0**. **10 Nb5 cb5 11 Bb5 Nbd7 12 0-0-0** For his knight white has got two pawns and a remarkable position. The black king is jammed in the entre with queen on e7. All the white pieces are ideally placed. **12...Rd8 13 Rd7 Rd7 14 Rd1**



The white pieces are all ideally placed and cooperate with each other harmoniously. For black, except his queen, no piece can move, but he has an extra rook. However, in a mating attack it is not the number of pieces that one has that counts but what the pieces can do is what matters. Let us see how brilliantly Morphy finishes off the game.

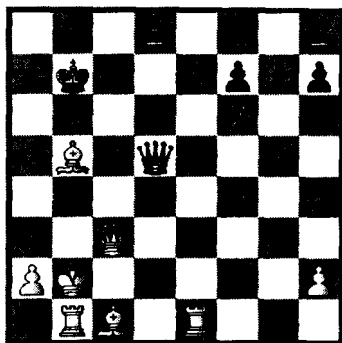
14...Qe6 15 Bd7 Nd7 16 Qb8! Nb8 17 Rd8#

The next game by Morphy is not so well known, but it is also a remarkable display of an attack developing from a lead in development.

Morphy - Aïrs
Mobile, 1855

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bb4 5 c3 Ba5 6 d4 d6 7 Qb3 Qe7 8 d5 Nd4 If the knight went anywhere else, 9 Qa4 will win the Ba5. **9 Bb5 c6 10 Nd4 ed4 11 dc Qe4 12 Kd1** Black has succeeded in depriving white of the right of castling but apart from the threatened discovered check along the b5-e8 diagonal he is suddenly faced with an extra danger of the rook pinning his queen along the e-file. **12...Bg4 13 f3 Bf3 14 g3 Qf3 15 Kc2 Qe4? 16 Kb2 Bc3?** This only helps white achieve speedier development. Note that black is exchanging his developed Ba5 for white's undeveloped Nb1. Better was the immediate ..0-0-0. **17 Nc3 dc3 18 Qc3 0-0-0** This is black's only solution to avert the pin

and the discovered attack. **19 Re1** Note how the rook enters the game with tempo, attacking the enemy queen. Black is given no time to develop his king-side pieces. **19...Qd5 20 cb Kb7?** In such circumstances sitting under the enemy pawn with 20...Kb8 is wiser. The enemy pawn would actually provide an effective shield from the power of the other pieces. **21 Rb1!!** A wonderful move which tactically takes care of the threat to the Bb5 and brings the Ra1 into the game with a threat. Black cannot play 21...Qb5 because the queen will be pinned after 22 Ka1. **21...Nf6**



22 Bc6!! Qc6 23 Ka1 Kc7 24 Qa5 Kc8 25 Qa7 Nd7 26 Bd2 1-0.

Study The Classics 2

Most of the classics are brilliant efforts which please our appetite for beauty. And almost all of these classics are short games made possible by some demonstrable mistake by the opponent. And such mistakes happen very frequently in club games and children's tournaments. The study of the classics will therefore help you play stronger and without your realising it make you understand how chess tactics develop from a game.

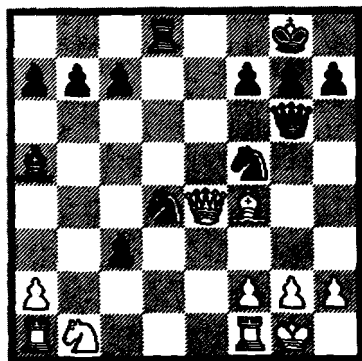
Marache - Morphy New York, 1857

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 Bb4 5 c3 Ba5 6 d4 ed4 7 e5 d5! 8 ed6 e.p Qd6 9 0-0 Nge7 10 Ng5 0-0 11 Bd3 Bf5 12 Bf5 Nf5 13 Ba3 Qg6 14 Bf8 Qg5

Morphy has given up the exchange but he has two pawns and a terrific lead in development: all of his pieces except the Ra8 are in play whereas white's only developed piece, the bishop must move again.

15 Ba3 dc3 16 Bc1

This is the only possible move. For example, if 16 Qf3 Nfd4 17 Qd3 c2 18 Nc3 Bc3 19 Qc3 Ne2 wins the queen.



16...Qg6 17 Bf4 Rd8 18 Qc2 Ncd4 19 Qe4

19...Ng3!! 0-1.

If 20 Qg6, Nde2# Or if 20 Qe3, Nde2 forces white to give up his queen for a knight.

Pawn hunting is a disease that afflicts all ambitious players. If you capture a loose pawn in the opening and survive the middle-game somehow then you can win in the ending because of the extra pawn. But often, you cannot survive the early middle-game because while you have been pawn hunting your opponent has been developing his pieces and preparing his attack.

Aron Nimzowitsch was an extravagant person and he called the following game "The pride of the Family".

Nimzowitsch-Alapin Riga 1913

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 ed5 Nd5 5 Nf3 c5 6 Nd5 Qd5 7 Be3 cd4 8 Nd4 a6

Black has developed only his queen and advanced two pawns giving white a big lead in development. In such cases if white does not play energetically the lead in development will disappear after a few moves. It is at such stages in the game that a player has to be at his creative best.

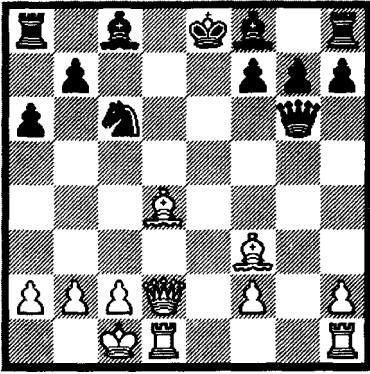
9 Be2 Qg2?

Better would be to complete his development with 9...Be7 and meet 10 Bf3 with 10...Qa5.

10 Bf3 Qg6 11 Qd2 e5

This is more for providing the queen with an escape route along the third rank than to attack the Ne4. White has a clear plan to castle on the queen-side and then play Rhg1. Black's position is already precarious.

12 0-0-0 ed4 13 Bd4 Nc6



14 Bf6!! Qf6

If 14...Be6 15 Bc6 bc6 16 Qd8 Rd8 17 Rd8#

15 Rhe1 Be7

If 15...Be6 16 Qd7#

16 Bc6 Kf8

If 16...Qc6 17 Qd8 #

17 Qd8! Bd8 18 Re8#

Ed Lasker - G.A.Thomas
London 1912

1 d4 f5 2 e4

This is the Staunton Gambit against the Dutch Defence.

2...fe4 3 Nc3 Nf6 4 Bg5 e6 5 Ne4 Be7 6 Bf6 Bf6 7 Nf3 0-0 8 Bd3 b6 9 Ne5 Bb7 10 Qh5 Qe7?

Black is taking things lightly. The massing of the white forces against the black king is dangerous in the extreme. Very necessary in this situation is to exchange off the key white knight on e5 with 10...Be5.

White to play and mate in 8 moves!

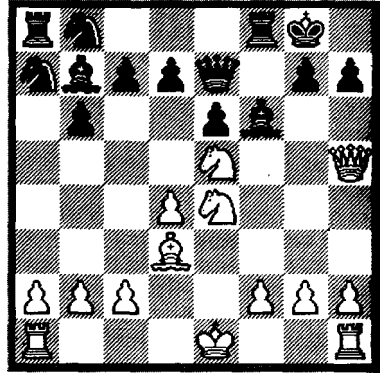
See diagram

11 Qh7!!! Kh7 12 Nf6 Kh6

If 12...Kh8 13 Ng6#

13 Neg4 Kg5 14 h4 Kf4 15 g3 Kf3 16 Be2 Kg2 17 Rh2 Kg1 18 Kd2#

Frank Marshall was a famous, flamboyant American champion. He was known to



believe that attack is the best form of defence. In the following game, when he forced his opponent to resign by a move which is the most beautiful ever made, excited spectators showered gold coins on him.

Levitzy - Marshall
Breslau 1912

1 d4 e6 2 e4 d5 3 Nc3 c5 4 Nf3 Nc6 5 ed5 ed5 6 Be2 Nf6 7 0-0 Be7 8 Bg5 0-0 9 bc5 Be6 10 Nd4 Be5 11 Ne6 fe6 12 Bg4 Qd6 13 Bh3 Rae8 14 Qd2 Bb4!

Black is threatening the unpleasant 15...d4. White has so far failed to do anything against black's d and e pawns.

15 Bf6 Rf6 16 Rad1 Qc5 17 Qe2?

This abandons a pawn for no compensation. Better was 17 Ne2 threatening 18 c3.

17...Bc3 18 bc3 Qc3 19 Rd5 Nd4 20 Qh5 Ref8 21 Re5

If 21 Rc5 Rf2! 22 Rf2 Qe1 mates.

21...Rh6 22 Qg5

If 22 Qg4 Nf3 23 gf3 Qe5-+

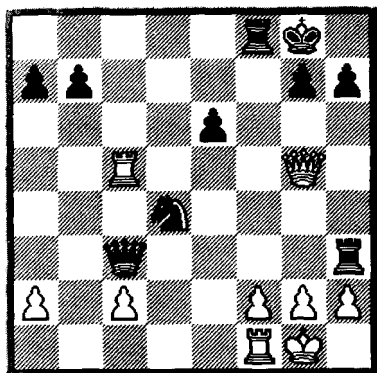
22...Rh3 23 Rc5

If 23 gh3 Nf3 wins the queen.

See diagram

23...Qg3!!! 0-1.

There are three ways by which the queen could be captured on g3 but all of them lose! If 24 hg3 Ne2#; or 24 fg3 Ne2 25 Kh1 Rf1#; or 24 Qg3 Ne2 25 Kh1 Ng3 26 Kg1 Nf1-+



D.Byrne - Fischer
New York, 1956

1 Nf3 Nf6 2 e4 g6 3 Nc3 Bg7 4 d4 0-0
Bf4 d5 6 Qb3?!

6 e3 is more and usual here.

6...dc4 7 Qc4 c6 8 e4 Nbd7 9 Rd1 Nb6
10 Qc5? Bg4 11 Bg5?

It was wiser to complete his development with 11 Be2 and 0-0 before embarking on other plans. White's incomplete development is now brilliantly exploited by black's original combination.

11...Na4! 12 Qa3

If 12 Na4 Ne4 13 Qc1 Qa5 14 Nc3 Bf3 15 gf3 Ng5 and black has won a pawn and also the better position.

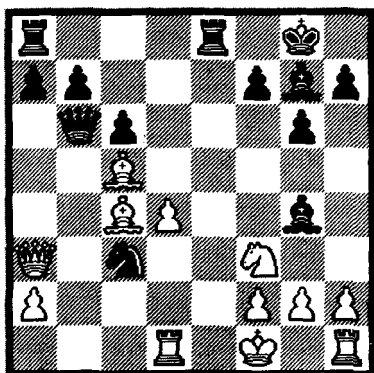
12...Nc3 13 bc3 Ne4 14 Be7 Qb6 15 Bc4

If 15 Bf8 Bf8 16 Qb3 Nc3! 17 Qb6 ab6 and white's position is falling around him.

15...Nc3!! 16 Bc5

If 16 Qc3 Rfe8 and the Be7 is lost; or if 16 Bf8 Bf8 17 Qc3? Bb4.

16...Rfe8! 17 Kf1



17...Be6!! 18 Bb6

If 18 Be6! Qb5 19 Kg1 Ne2 20 Kf1 Ng3 21 Kg1 Qf1! 22 Rf1 Ne2#; or if 18 Qc3 Qc5; or 18 Bd3 Nb5!

18...Bc4 19 Kg1 Ne2 20 Kf1 Nd4 21
Kg1 Ne2 22 Kf1 Nc3 23 Kg1 ab6!

Watch how the Nc3 has other duties to perform besides capturing the Rd1. If now 24 Qd6 Nd1 25 Qd1 Ra2 white is helpless against the threatened ...Ra1.

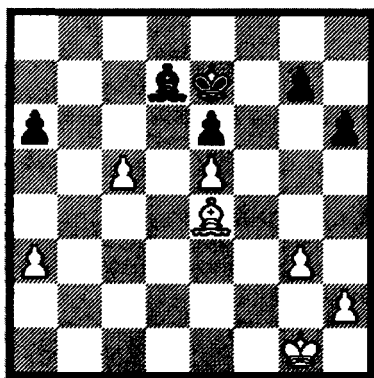
24 Qb4 Ra4! 25 Qb6 Nd1 26 h3 Ra2 27
Kh2 Nf2 28 Re1 Re1 29 Qd8 Bf8 30 Ne1
Bd5 and 40 0-1.

Chapter 61

Bishop Endings

ENDINGS with bishops of the same colour are tough and require patient, delicate handling. Many players are known to dislike endings with bishops because it does not suit their swashbuckling nature.

The main advantageous factor in such endings is how far the king has advanced; a well placed king is a great asset because it can enter the opponent's camp and gobble up pawns. The next favourable factor is when the pawns are placed on colours opposite to that of the bishop. In some positions the superior side can come to a dead end, unable to secure an entry point into the enemy camp with his king. At such times, waiting moves with the bishop could be tried to force the opponent into Zugzwang. Let us examine a few examples to familiarise ourselves with the general ideas in 'normal' bishop endings where both sides have quite a few pawns.



Fine-Kashdan
New York 1938.

This position is clearly favourable for white because of the extra pawn which happens to be passed and the colour of the pawns blocked on the e-file.

Of course, white's plan of action would be to move his king over to the queen-side as he would never be able to take his king into

black's king-side because black can post his bishop on e8 and deny entry even at h5. Black's queen-side also looks defensible because black can switch his king to c7, and once he plays ...a5 the white king will have no entry on the queen-side.

In this position if 1 c6 Bc8 (1...Be8? 2 c7 Kd7 {2...Bd7 3 Bb7 wins} 3 Bc6! Kc7 4 Be8+-) 2 Kf2 Kd8 3 Ke3 Kc7 4 Kd4 Kb6! and white's c6 pawn has turned into a liability and has to be defended. It is relevant to remember Capablanca's general rule that as a passed pawn advances it either becomes very dangerous or very weak.

In such situations, one should move the king to the area where one has the advantage (in this case it is the queen-side where white has an extra pawn) and take stock of the position after reaching there.

And that is what happened in the game.

1 Kf2 Kd8 2 Ke3 Ke7 3 Kd4 a5

This move will be forced sooner or later because white will try Kd4-c4-b4. Now white's winning plan will be to gain entry for his king into b5 which is now guarded by the Bd7.

4 Bd3 Be8 5 Bc4 Bd7 6 Bb3!

This is a good waiting move. It forces black's bishop to move as any move by the king would lose:

(a) 6...Kc6 7 Ba4 Kc7 8 Bd7 Kd7 9 Kc4 Kc6 10 g4 g6 (if 10...g5 11 h3 a4 12 Kb4 Kd5 13 Kb5 etc.) 11 h4 h5 12 g5 (12 gh5 gh5 13 a4 also wins) 12...a4 13 Kb4 Kd5 14 Kb5 Ke5 15 c6 Kd6 16 Kc6 and white's c-pawn queens very fast.

(b) 6...Kb7 7 c6! and now we have:

(b1) 7...Bc6 8 Be6 Kc7 9 Kc5 Be8 10 Bb3 Bc6 (this bishop cannot leave the a4-e8 diagonal as white is always threatening Kb5 winning the a-pawn.) 11 e6 Be8 12 e7! Kd7 (if 12...Bc6 13 Bf7) 13 Ba4 Ke7 14 Be8 Ke8 15 Kb5 and white should win the pawn ending easily.

(b2) 7...Kc6 8 Ba4 Kc7 9 Bd7 Kd7 10 Kc5 and the white king knocks off the a5 pawn to win.

6...Bc8 7 Ba4! Ba6!

The last exclamation mark is to indicate that it is the best resistance under the circumstances. In the actual game black resigned after 7...Bb7 8 Kc4 Ba6 9 Bb5 Bb7 10 Kb3 as he could do nothing to prevent white from capturing his a5 pawn with Kb3-a4-a5.

8 c6! Kb6!

Black must prevent Kc5 at any cost. It looks as though black has put up a very successful defence. But white now sacrifices his c-pawn to gain entry for his king into the black defence. The king becomes the most aggressive piece in this part of the game. This is typical in many bishop endings and even in simple pawn endings.

9 c7! Bc8

If 9...Kc7 10 Kc5 Be2 (this Bishop must remain on the a6-f1 diagonal to prevent Kb5) 11 Bb3 Kd7 (if 11...Bf5 12 Kb5) 12 Kb6 and white wins the a5 pawn.

10 Be8 Kc7 11 Kc5

By sacrificing a pawn, white has gained entry into black's defensive ring. The a5 pawn is now easy prey.

11...Ba6 12 Ba4

Black is now powerless to stop 13 Bb3 attacking the e6 pawn when ...Bc8 allows Kb5 and ...Kd7 allows Kb6.

12...g5 13 Bb3 Bc8 14 Kb5 Bd7 15 Ka5

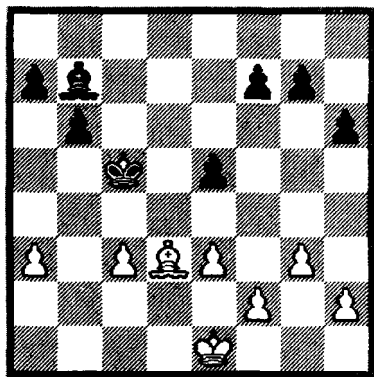
White has regained his sacrificed pawn. In effect he has exchanged his passed c-pawn for a passed a-pawn. Now white proceeds to win by threatening to exchange bishops and advancing his king further.

15...Kb7 16 Ba4! Bc8 17 Kb5 Bd7 18 Kb4 Bc8 19 Kc5 Kc7 20 Bb3! Bd7 21 a4 Bc8 22 a5 Bd7 23 a6 Bc8 24 Bc4 Bd7 25 Bb5! Bc8 26 g4!

Black is in zugzwang. Any move that he makes will concede material or allow the white king to advance triumphantly: 26...Kb8 27 Kb6 Ka8 28 Bc6 Kb8 29 a7#

In certain positions it is possible to follow two entirely different plans to achieve victory. In the Fine-Kashdan diagram given above, the readers of the Russian language

monthly Chess in the USSR found another plan: **1 c6! Bc8 2 a4 a5** (to prevent the smothering a4-a5) **3 Bd3** (so that the Bc8 is permanently doomed to stay at c8) **3...Kd8 4 Kf2 Kc7 5 Bb5 Kb6 6 Ke3 Kc5 7 Ke4!** and black will soon be in zugzwang. After the pawns on the king-side become blocked black will have to move his king (his bishop is dead) allowing the white king entry into d4 and then c5.



M.Aaron-R.Seth
New Delhi 1959

The diagrammed position was one of the most unpleasant endings that I have faced in my life. Black's king is well placed and white's queen-side pawns are separated. But a draw still looks a possibility as black lacks a good pawn to exploit the situation.

30...e4!

We all know that placing a blocked pawn on the same colour square as the bishop is not good. But here black cramps the white position and creates vague threats of invasion by his king.

31 Be2 Bd5 32 Kd2 Bc4 33 Bd1 a5 34 Bc2 Kd5 35 Bd1 Ke5 36 Bg4 Kf6 37 Bd1 Kg5 38 Ke1 Be6 39 f3?

39 h4 sending back the king was better. After the text white is saddled with weak pawns all over the board requiring him to be on his toes defending.

39...ef3 40 Bf3 Kf5 41 Kd2 Bc4 42 Bg2 Ke5 43 Bf3 Bd5

With white having many pawn weaknesses black offers to play a pawn ending. If now 44 Bd5 Kd5 45 Kd3 b5 46 e4 Kc5 and the white king would be forced to prevent the black king from entering c4.

44 Be2 Ke4 45 Bg4 Bc4 46 Bh5 g6 47 Bg4 f5 48 Bd1 Bb5!

White is in zugzwang. His king has no move and his bishop has no move along the d1-h5 diagonal. He therefore has to lose control over f3 and seek some play against the black pawns on the king-side.

49 Bb3 Kf3 50 Bf7 Kg2 51 Ke1

If 51 Bg6 Kh2 52 Bf5 Kg3 53 Bg6 (to stop h6-h5) Kg4 and the h-pawn will win.

51...Kh2 52 Kf2 g5 53 Bg6 Bd3 54 Bh5 Kh3 55 Bf3 g4 56 Bg2 Kh2 57 Bc6 h5 0-1.

White has no defence against 58...Be4 followed by h5-h4 queening the g-pawn.

A recent example

The next position is from the 7th Match Game of the Semi-finals of the FIDE World Championship at Hyderabad, February 1995.

See diagram

Gelfand-Karpov

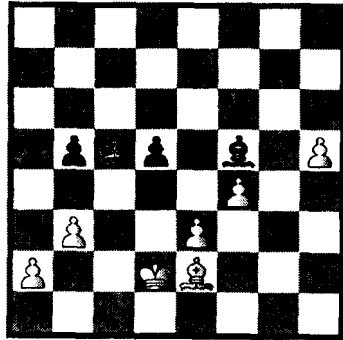
White to play

Black's ideas for winning would consist of attacking the a2 pawn with Bb1 and penetration of the white position with his king.

1 Bd3 Bd7

The exchange of bishops now would lead to an easy draw.

2 Bc2 Be8 3 Bg6 Bc6 4 Bc2 Bd7 5 Bd1 Bh3 6 Bf3?!



It was better to maintain the bishop on d1 to discourage black from playing a5-a4. Even 6 Kd3 could be played as black cannot win with 6...Bf5 7 Kd2 Bb1 8 Kc1! Ba2 9 Kb2 trapping the bishop.

6...Bf5 7 Kc1 Bd7 8 Kd2

8 Bd1 discouraging a5-a4 came into consideration.

8...a4! 9 ba4?

After this move, white has the additional task of taking care that the black king does not invade c4. 9 Bd1 put up a stronger resistance. Obviously white feared 9...a3 after which he would have to contend with alternating attacks against his a2 and h5 pawns. But analysis shows white could indeed defend.

9...ba4 10 Be2 Bc6 11 Bf3 Be8 12 Bd1 d4! 13 Kd3 Bb5 14 Ke4?

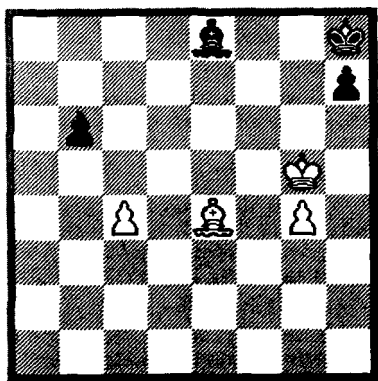
After this the game is lost as the king cannot get back to stop black's passed pawn. Obviously white had overlooked black's next move. 14 Kd2 offered some chances.

14...d3! 15 Kf5 Bc4 16 Ke4 d2 17 f5 Ba2 18 Kd3 Bb1 19 Kd2 Bf5 20 Be2 Be4 21 Kc1 Kd6 22 Kb2 Bd5 23 Bd3 Bf7 24 Be2 Ke5 0-1.

Bishop Endings - 2

WITH fewer pawns on the board, same colour bishop endings become easier for evaluation as everything can be calculated. In the previous example of Gelfand-Karpov, Hyderabad 1995, the bishop ending was favourable for Karpov, but vague. One could not say firmly that Kárpov would win with precise play from both sides.

With a few pawns left on the board, the question hinges on the defending side sacrificing his bishop for the remaining pawns on the board and making a draw. The superior side (who generally has a pawn more) does not allow his last pawn to be annihilated by the opponent's bishop and blocks out the other bishop with his own bishop and only then advances his pawn. Another tactic to win which is also common in other endings, is to exchange off bishops to reach a won pawn ending. In this phase of the game bishop sacrifices by both the defending and superior sides are common.



A Selesniev study.

White's advanced king is a great asset in this position and he uses it to restrict black further.

1 Kh6 Bf7 2 Bd3! Be6

Black had a choice of only two squares for his bishop, e6 and g8. If 2...Bg8 3 g5 Be6

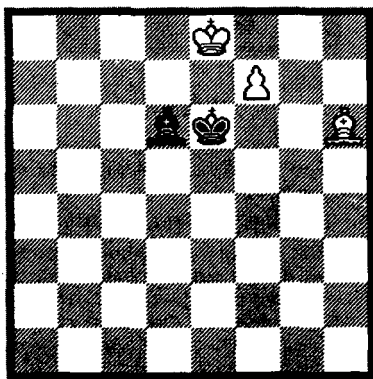
4 Bh7 Bc4 5 g6 and black cannot prevent g6-g7#!

3 g5 Bg8 4 Bh7!! Bh7 5 g6! Bg6

If 5...Bg8 there is the amusing mate with 6 g7! Now white wins the pawn ending easily by walking his king to the queen-side, capturing the black b6-pawn and then queening his own pawn.

6 Kg6 Kg8 7 Kf6 Kf8 8 Ke6 Ke8 9 Kd6 Kd8 10 Kc6 Ke8 11 Kb6 Kd7 12 c5 Kc8 Kc6 and now with the 'opposition' white simply queens his pawn.

When the position is reduced to a single pawn the final outcome depends on how far the pawn is from queening and on which file it is. Generally a pawn in the centre should be a draw because the superior side cannot successfully shield the path of his pawn from the enemy bishop as it can whiz around the board from different diagonals. When a pawn is on the edge files, victory is easier as the defending bishop has no choice of diagonals.



A Farni composition.

Draw.

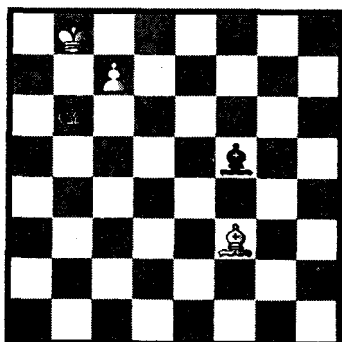
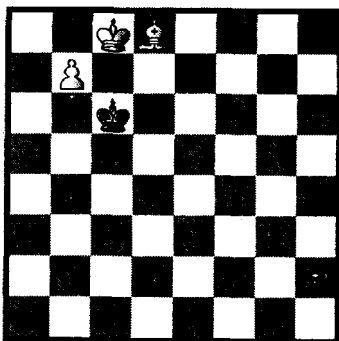
Whether it is white to move or black to move, it is a draw in this position. The problem is the white king which cannot get to g8 from where it could win.

It is not possible for white to drive away the black bishop from the two diagonals controlling the queening square: a3-f8 and f8-h6.

1 Bf8 Be5 2 Ba3 Bg7 Bb2 Bh6 4 Bc1 Bg7 5 Bd2

It looks like the black bishop has no move, but then the black king shifts between e6 and d6 to hold the draw.

Now let us examine the same position with the white king on g8. Then it is a simple win with **1 Bf8 Bf4 2 Bb4 Bh6 3 Bd2!** and the black bishop can no longer control f8 as the white king is on g8.



White wins

This example is almost similar to the previous one but has zugzwang as the final weapon to win:

1 Bb7 Bg4 2 Bc8 Be2 3 Bf5 Ba6 4 Be4!

This is a nice waiting move demonstrating that there is no threat, but any move by black would concede victory. The black bishop has no move. Any move by the black king would allow **Be4-b7** giving safe passage for the pawn to queen.

The next example is a famous composition by Centurini.

See diagram

Centurini. White Wins.

1 Bh4

White's main plan is simple enough: shift his bishop to b8 to drive away the black

bishop from the b8-h2 diagonal. A sample line is: **1...Bf4 2 Bf2 Bh2 3 Ba7 Bg3 4 Bb8 Bf2 5 Bf2 Bh2 Ba7 6 Bg1!** and white wins. Black's best resistance is, however, not to wait for white to put through his plan but to hinder the white bishop from reaching a7. For this he will have to take his king to a6.

1...Kb5 2 Bf2 Ka6

White's plan of **Ba7** has been foiled. But with the black king not covering c7, white has another tactical plan.

3 Bc5!

A nice waiting move. As the black king cannot leave a6, the bishop has to move out of his h2 corner.

3...Be5 4 Be7!

With the black king on a6, white now plans to bring his bishop to c7 via d8 and then queen his pawn. To forestall this, black must bring back his king to f3.

4...Kb5 5 Bd8 Kc6

We have reached the same position in the diagram with the small but important difference that the black bishop is on e5 and not on h2. This allows white a tactical stroke and an express access for his bishop to a7.

6 Bf6!

Of course, the bishop cannot be taken as the pawn would queen. It must be noted here that if black had moved his bishop to f4 or g3 on the third move, white would now have played **Bg5** or **Bh4** with a quick shift to a7.

6...Bg3 7 Bd4 Bf4 8 Ba7 Bh2 9 Bb8 Bg1
10 Bg3 Ba7 11 Bf2 and wins.

A good tactic to know in the bishop endings is illustrated in the next example.

See diagram

Black to play

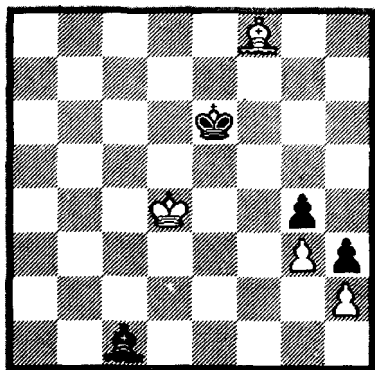
With his pawns advanced very far, black can brazenly offer his bishop to the enemy.

1...Bf4! 2 g4

If white declines the generous offer he loses both pawns after 2 Ke4 Bg3! and white must give up his h2 pawn also as 3 hg3 is met by 3...h2 queening.

2...g3! and black queens a pawn.

This tactic of a bishop sacrifice when the pawns are well advanced was a possibility in one variation in the Gelfand-Karpov game



discussed in the earlier part of this ending. Though it was not played, it could have ultimately influenced the thinking of the players when the game was adjourned.

Chapter 62

Opening Traps And Tactics

Opening chess theory is very vast. It is not possible to study all the openings. It is even very difficult to study some of the openings thoroughly. All serious tournament players have their own special opening repertoire. Some who open with 1 e4, for example, rarely open with 1 d4, and it also goes the other way round. In spite of thorough preparation a player can be taken along unusual channels by an opponent who is determined to test his real strength. At such times one has to know the opening in question upto a reasonable stage and also the many tactics that go with it. The best way to study the openings is to study its theory from some opening manual and then go through a lot of published master games with those openings. However, this is also not quite adequate as most master games have the best possible moves for both sides and the small traps and side variations are rarely employed as the opponent is also expected to know them.

Many of you would be aware of the following trap:

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nd4?!

This trap can succeed only if the opponent is naive and greedy. To be frank, I came to know of this trap only some two years after becoming an IM! Play will head for a stunning smothered mate if white falls into the trap:

4 Ne5?

This is a very tempting and attractive move to make. In one stroke white captures a central pawn and threatens f7. But after this, white is lost. He is mated in only three more moves!

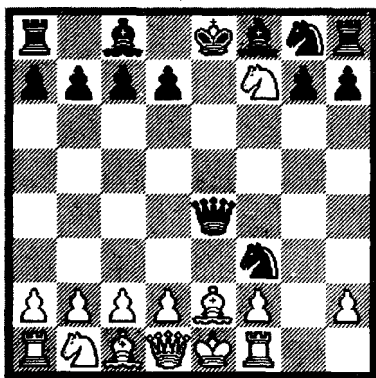
4...Qg5! 5 Nf7

This is white's logical continuation, forking the black queen and rook. If 5 Bf7, Ke7 and Black threatens the Ne5 which protects the Bf7 and also the very dangerous Qg2. How black wins this must be analysed by readers themselves.

5...Qg2 6 Rf1

White reckons to save his rook on h1 and collect the Rh8 next move.

6...Qe4 7 Be2 Nf3#



0-1.

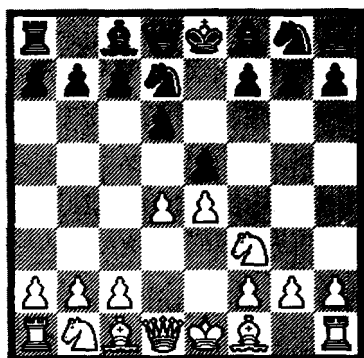
This is a very interesting trap, but what happens if white is aware of it and plays 4. 0-0 when he threatens to take safely on e5? Then white is far better and black's knight on d4 looks silly. White has a big lead in development which is a big advantage.

The Philidor's Defence has a number of traps of which the defender must be careful if he must enter the middle-game with a reasonable chance. The very cramped nature of black's set-up with d6 and Nd7 allows white dangerous tactics very early in the game.

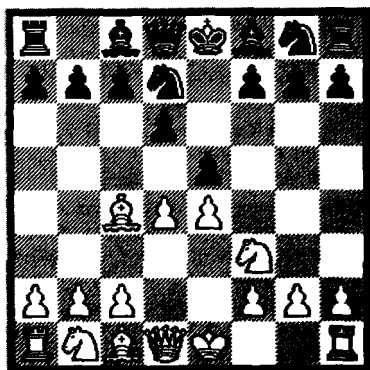
1 e4 e5 2 Nf3 d6 3 d4 Nd7

See diagram

If 3...Nc6 4 de5 de5 5 Qd8 Kd8 6 Bc4 and white's superior development prevents black's normal development and throws him on the defensive.



4 Bc4



4...c6

This is the best move. Other alternatives have to be seen here for a real appreciation of the dangers that await black:

(a) 4...Ngf6 5 de5 Ne5 (If 5...de5 6 Ng5 wins; or if 5...Ne4? 6 Qd5 threatening both mate at f7 and the adventurous knight on e4) 6 Ne5 de5 7 Bf7 Kf7 8 Qd8 Bb4 9 Qd2 Bd2 10 Nd2 and again white has a pawn more.

(b) 4...Be7 5 de5 Ne5 (if 5...de5? 6 Qd5! and black cannot defend f7) 6 Ne5 de5 7 Qh5 and white wins material with a double attack on f7 and e5.

(c) 4...h6 5 de5 de6 6 Bf7! Kf7 7 Ne5 Kf6 8 Nc3! Ke5 9 Qd5 Kf6 10 Qf5 Ke7 11 Nd5 Kd6 12 Bf4 Kc6 13 Nc7 with a big attack. This should be analysed personally.

5 0-0

(a) A very interesting alternative is 5 Ng5 Nh6 6 0-0 and here black must play 6...Nb6 7 Bb3 and then only 7...Be7. If he straight away plays the natural 6...Be7? he gets into spectacular trouble after: 7 Ne6! fe6 8 Bh6 Nb6 (8...gh6?? 9 Qh5 Kf8 10 Be6 Qe8 11 Qh6#) 9 Bg7 Rg8 (Better was 9...Nc4 10 Bh8 Kf7 11 b3 Nb6 12 f4!) 10 Qh5 Kd7 11 Be6! Kc7 12 Bg8 Qg8 13 Qh6 and white has a winning material advantage.

(b) Another fifth move alternative is 5 c3 which plans Qb3 attacking f7 and b7 in some variations. The continuation could be 5...b5 6 Bb3 Be7 7 Ng5! Bg5 (Once again there is an alternative which is similar to what we have already seen: if 7...Nh6 8 Ne6 fe6 9 Bh6 Nb6 10 Bg7 with a clear advantage to white.) 8 Qh5! g6 9 Qg5 Qg5 10 Bg5 and the endgame is advantageous to white whose two bishops would play a big role in the proceedings.

5...Be7 6 a4 Ngf6 7 Nc3 Qc7 8 Qe2 0-0

Here 8...Nb6 would be premature as white would take the offensive with 9 de5 de5 10 Bf7! Kf7 11 a5 Nbd7 12 Qc4 Ke8 13 Ng5 Nf8 14 Rd1 Bd7 15 Be3 and white has a pawn and a very promising attack for his bishop (Velimirovic - Kavalek 1965).

The unusual Rubinstein variation in the Sicilian Defence (2...Nf6) illustrates a possibility in the opening where white can advance his e-pawn to great advantage.

1 e4 e5 2 Nf3 Nf6 3 e5 Nd5 4 Nc3 Nc3 (4...e6 is the main variation) 5 dc3 b6? (Better 5...d5) 6 e6!:

See diagram

Here black has three possibilities, all of them leading to bad positions:

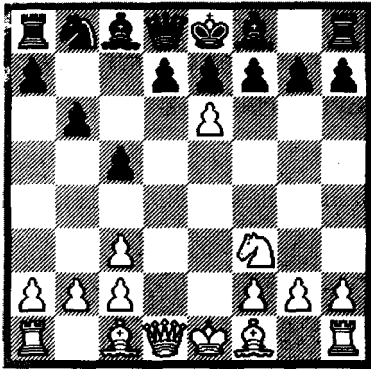
1) 6...de6 7 Qd8 Kd8 8 Ne5 Ke8 9 Bb5 Bd7 (9...Nd7 10 Bc6 Rb8 11 Bf4) 10 Nd7 Nd7 11 Bf4+.

2) 6...fe6 7 Ne5 and if now black has to allow either the devastating 8 Qh5 or 8 Qf3. For example, if 7...Bb7, 8 Qh5 g6 9 Ng6!

3) 6...f6 7 Ne5! fe5 8 Qf3 and black must give up the Ra8 to save mate on f7.

4) 6...d6?? 7 Bb5

Those who play the Sicilian Dragon have to watch out for the following trap:



1 e4 c5 2 Nf3 d6 3 d4 cd4 4 Nd4 Nf6 5 Nc3 g6 6 f4. Here both Nbd7 and Nc6 are okay. But if black plays the natural 6...Bg7? he is in for a nasty shock: 7 e5 de5 8 fe5 Nd5?

If 8...Ng4?? 9 Bb5 Kf8? (if 9...Bd7 10 Qg4) 10 Ne6! and white wins the queen. However, better was 8...Nfd7.

9 Bb5 Kf8 10 0-0

Here, if 10...Be5? 11 Nd5 Qd5 12 Bh6! Bg7 13 Nf5! Qc5 14 Kh1!+-; or, if 10...Nc3?? 11 Ne6! mating.

The main idea behind the Caro-Kann Defence is to get black's queen bishop developed. It must be remembered that the queen bishop is a difficult piece to develop in the French Defence. Even when the queen bishop is developed in the Caro-Kann, one ought to be careful. Here is an example:

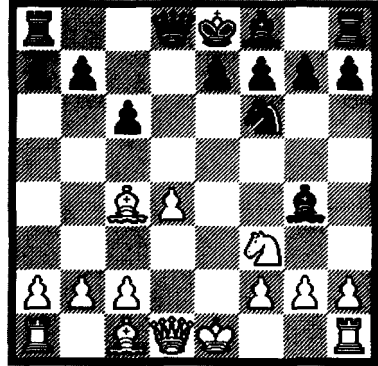
1 e4 c6 2 d4 d5 3 Nc3 de4 4 Ne4 Nbd7 5 Bc4 Ngf6 6 Nf6 Nf6 7 Nf3 Bg4? This pin is illusory.

See diagram

Here, white has a choice of two moves: 8 Bf7 and 8 Ne5. Though both have the same idea, the first is correct and the second a blunder.

After 8 Bf7! Kf7 9 Ne5 Kg8 10 Ng4 white has won a pawn and shattered black's position.

But after 8 Ne5?? black does not immediately take the queen 8...Bd1? which will lead to mate by 9 Bf7, but would first play



8...Qa5! 9 Bd2 Qe5! 10 de5 Bd1 11 Rd1 Nd5 and black had avoided all danger.

This same tactic can occur in any opening. I was a victim of it via the Scandinavian Defence in the National B, 1995 at Madras:

Alex Thomas - M. Aaron

1 e4 d5 2 ed5 Qd5 3 Nc3 Qa5 4 Nf3 Nf6 5 d4 c6 6 Bd2 Qb6? 7 Bc4 Bg4??

This is an example that even an experienced player can sometimes overlook well-known tactics that they themselves have used for years.

8 Bf7 Kf7 9 Ne5 Kg8 10 Ng4 Qd4 11 Nf6 ef6 12 Qe2 Qd7 and though black recovered his pawn, his position came dangerously close to breaking point because of his messed up king-side. But black survived. How black nearly won the game later is another story!

Reti-Tartakover

Vienna 1910

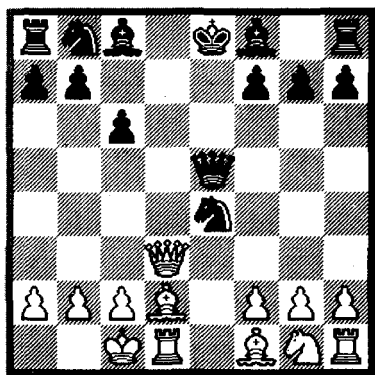
1 e4 c6 2 d4 d5 3 Nc3 de4 4 Ne4 Nf6 5 Qd3 e5

Here, the pin with 5...Bf5 would be a blunder on account of 6 Nf6+ to be followed by 7 Qf5. With e7-e5 black aims to achieve early equality but the recovery of the e-pawn puts black back in the race for development of his pieces and brings his queen into the dangerous zone in the centre.

6 de5 Qa5 7 Bd2 Qe5 8 0-0-0 Ne4

Black feels quite safe in this position. If 8...Qe4? 9 Re1 wins the queen. But black is

in for a spectacular surprise. He was probably only expecting 9 Re1 f5 10 f3.



9 Qd8!!

It seems that white has overlooked that his bishop on d2 is obstructing the Rd1.

9...Kd8 10 Bg5

This is a double check. And for a double check there is only one way out: RUN. But where. If 10...Ke8 11 Rd8# Or if 10...Kc7 11 Bd8#

Here are two more examples with the same idea.

**Distl-Rossipal
1900**

1 e4 e5 2 Nf3 Nc6 3 d4 ed4 4 Nd4 Nd4?!

This voluntarily brings the white queen to the centre with no plans of chasing it away.

**5 Qd4 Ne7 6 Bc4 e6 7 Nc3 d6 8 Bg5 Qb6
9 Qd6 Qb2 10 Rd1 Qc3 11 Bd2 Qc4**

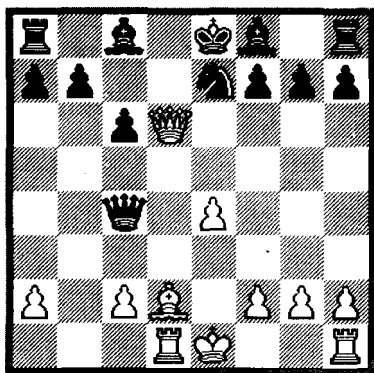
See diagram

12 Qd8!! Kd8 13 Ba5 Ke8 14 Rd8#

The next is a famous example from a simultaneous display by Bronstein.

**1 e4 e5 2 d4 ed4 3 Qd4 Nc6 4 Qa4 Nf6 5
Nc3 d5 6 Bg5 de4 7 Ne4 Qe7 8 0-0-0 Qe4 9
Rd8!! Kd8 10 Qe4+-.**

If you ever play the Giuoco Piano with 3 Bc4, you ought to know the best way to deal with the Two Knights Defence as you could run into unpleasant surprises.



**Rootka-Veselly
Prague 1950**

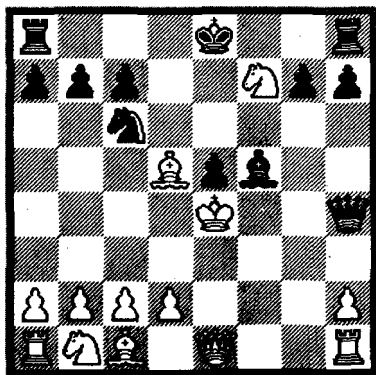
**1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5
Bc5!! 5 Nf7 Bf2! 6 Kf2 Ne4 7 Ke3 Qe7 8
Ke4 Qh4 9 g4**

If 9 Ke3 Qf4 10 Ke2 Qc4 11 d3 Qf7 and black has a pawn move.

9...d5! 10 Bd5 Bg4 11 Qe1

If 11 Bc6 Bd7! 12 Ke3 Bc6 13 Rf1 0-0 and white's position is unpleasant.

11...Bf5!!



White is mated. If 14 Kf5 Qf4 15 Ke6 Qf6#; or if 14 Ke3 Qf4 15 Ke2 Nd4 16 Kd1 Qg4; or if 14 Kf3 Nd4 15 Kg2 Bh3 16 Kg1 Qe1#.

Chapter 63

Opening Traps And Pitfalls

In this chapter we make our readers familiar with some of the popular traps which arise from 1.d4 and other closed openings. The mate of the opponent's queen is the dream of every player. Almost always, the capture of the opponent's most powerful piece is accompanied by his giving up the game. Some traps are to mate the king. Other traps aim to trap the queen, lesser pieces or even to snatch a pawn.

Our first example of mating the queen happened in the French Championship of 1924.

Jibo-Lazar
France 1924

1 d4 Nf6 2 Nd2

There is a story that white actually was about to play 2 c4 but black offered him a sum of money if he would play 2 Nb1-d2. And white accepted.

2.. e5 3 de5 Ng4 4 h3

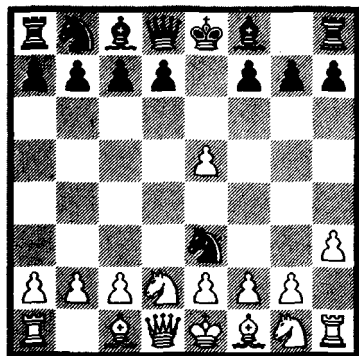
The story continues that here white was about to play 4 Ngf3 when black brought out his purse again and offered a hefty sum if he played 4 h3. Once again white saw no harm in accepting the offer and played the move recommended by black. But now comes the sting.

4...Ne3!!

See diagram

Now only white sees the diabolic plot. If 5 fe3? Qh4 mates. And white lost his queen.

The final twist to this story is that though white lost his queen on the 5th move, he went on to win the game. He was the better player! This game is given in Weinstein's book *Kombinacie E Lovushke Ve Debyute* (Moscow 1965) but the story is unsourced.



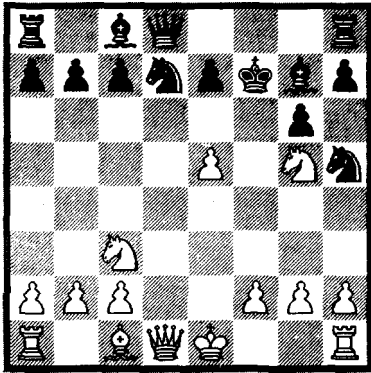
This combination is of a smothered mate type, and if we are to believe the story, it was contrived and did not arise out of natural play. It must be remembered that in opening play one simple rule is 'Develop your minor pieces before your major pieces' and another allied general rule is: 'Develop your Knights before your bishops'. In many of the opening traps, the knights, often in combination with a queen or bishop, play a vital part which only proves the correctness of the above two general principles of opening play.

Sheron-Polike
France 1927

1 d4 g6 2 e4 Bg7 3 Nf3 d6 4 Nc3 Nd7 5 Bc4 Ngf6 6 e5 de5 7 de5 Nh5 8 Bf7! Kf7 9 Ng5

See diagram

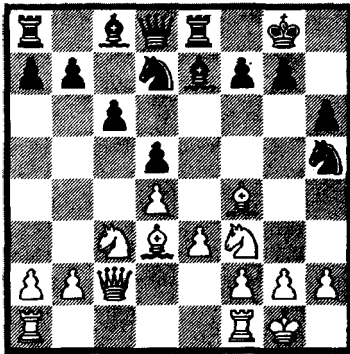
The black king has only three squares to go to. If he goes back to where he came from, 9...Ke8, then the queen is mated by 10 Ne6. If he played 9...Kf8 the queen is lost by the fork 10 Ne6. And if 9...Kg8, then 10 Qd5 mates. The exchange variation in the Queen's Gambit has an interesting trap:



1 d4 d5 2 e4 e6 3 Nc3 Nf6 4 Bg5 Nbd7 5 e3

If white tries to win a pawn by 5 cd5 ed5 6 Nd5?? he loses a knight through the well-known trap 6...Nd5! 7 Bd8 Bb4! 8 Qd2 Bd2 9 Kd2 Kd8.

5...c6 6 cd5 ed5 7 Bd3 Be7 8 Nf3 0-0 9 Qc2 h6 10 Bf4 Re8 11 0-0 Nh5?



12 Nd5!

If now 12...cd5 13 Bc7 traps the queen. Black's best is to limit his loss to a pawn and play 12...Nf4.

Now, get back to the trap mentioned in the above commentary to white's fifth move. The idea of 7...Bb4 forcing white to give away his queen by 8 Qd2 is used admi-

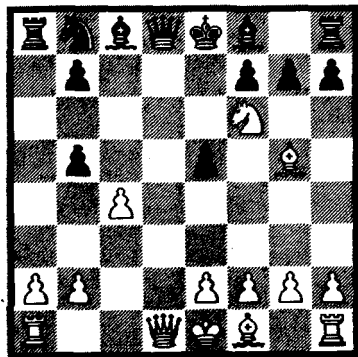
rably in a practical game played decades ago in Moscow. Reuben Fine, the leading player from America in the thirties lost the following game to M.M.Yudovich (Senior) who later on became a Soviet IM. Fine credentials can be gauged from the fact that in the next tournament after losing this game he defeated three world champions: Euwe (who was then champion), Alekhine (who had lost and not yet regained his title from Euwe) and Botvinnik who later on became champion. When Fine was at his peak, he gave up chess for his work as a psychiatrist and wrote a number of chess books including the famous Basic Chess Endings.

Fine-Yudovich

1 d4 d5 2 e4 e6 3 Nc3 Nf6 4 Nf3 c5 5 Bg5 cd4 6 Nd4 e5 7 Ndb5

At that time, this move was considered the strongest and Fine played it regularly. Ragozin had found that Fine wrongly believed that here 7...a6 was inferior. He prepared Yudovich to play this same a7-a6. The plan was to lull Fine into believing that Yudovich was an innocent who could be defeated easily. Accordingly, Yudovich took 20 worried minutes to make his next move.

7....a6! 8 Nd5 ab5! 9 Nf6



In the diagrammed position white expects 9...gf6 10 Qd8 Kd8 11 Bf6 and 12 Bh8 when he will be the exchange and two pawns ahead. But he is in for a nasty surprise.

9...Qf6! 10 Bf6 Bb4!!

White can parry the check only with his queen, just as in the commentary to the previous example.

11 Qd2 Bd2 12 Kd2 g6 and with an extra knight, black won quickly.

Readers may be aware of the Poisoned Pawn Variation in the Sicilian Defence made famous by Bobby Fischer in his 1972 match with Boris Spassky. In that, the poisoned pawn was the b2 pawn. It could also be the b7 pawn. The idea is that when white (or black) makes three moves with the queen in the opening to capture the opponent's pawn on b7 (or b2), it would entail conceding vital lead in development to the opponent who may be able to conduct a successful attack against the king which is without the defence of its queen as it has gone pawn hunting.

Botwinnik-Spielman

1 c4 c6 2 e4 d5 3 ed5 cd5 4 d4 Nf6 5 Nc3 Nc6

From an English Opening, the game has transposed into the Panov-Botwinnik Attack against the Caro-Kann Defence. Such transpositions are common during the early phases of many openings.

6 Bg5 Qb6 7 cd5 Qb2 8 Rc1 Nb4

Black's queen and knight seem to have made a dangerous intrusion into white's territory, but in fact, the black queen is now in a self-made jail!

9 Na4! Qa2 10 Bc4 Bg4 11 Nf3 Bf3 12 g3 1-0.

Against Botwinnik, the resignation was reasonable. But against another player, white should try 12...Qa3 and hope for 13 Ra1?? Qa1! 14 Qa1 Nc2+-. But of course, white has the simple 13 Rc3 trapping the queen.

There are many illustrative games to demonstrate why a queen should not be developed early. Here is one the reader may not have come across and one which is connected with the poisoned pawn. The game

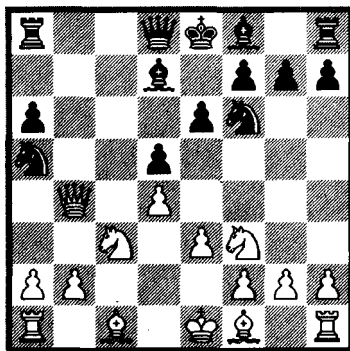
was played in a Students Team Championship in the USSR decades ago.

1 d4 d5 2 c4 e6 3 ed5 cd5 4 Nc3 Nf6 5 Nf3 Nc6 6 e3 Bf5 7 Qa4 Bd7 8 Qb5

White has set a clever trap. If now 8...Nd4? 9 ed4! Bb5 10 Bb5 Nd7 11 Ne5 Qa5 12 Bd7 and white has won three minor pieces for queen and pawn which is quite good in this position as the black king is uncastled and exposed.

8...a6!

If now, 9 Qb7? Na5 10 Qb4 e6



The queen is trapped!

In the game, white played 9 Qb3 and the game continued normally.

This same idea of trapping a queen occurs in other openings too. Here is an illustration from the French Defence.

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 Be7 5 e5 Nfd7 6 Be7 Qe7 7 f4 Qb4? 8 a3! and black cannot take on b2 because after 8...Qb2 9 Na4 traps the queen. This trap is worth remembering.

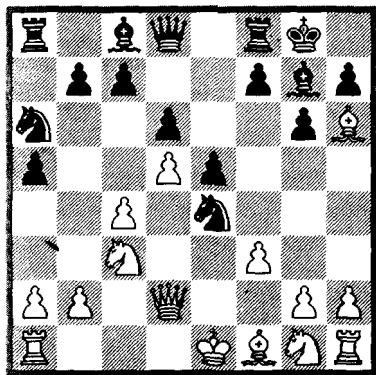
The King's Indian Defence can spring surprises on the unwary. Take the following.

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Bg5 e5? 6 de5 de5 7 Qd8 Kd8 8 Nd5 Nbd7 9 0-0-0 and believe it or not, black loses a piece and does not even get a pawn as compensation! Where did he go wrong? It was

on the fifth move. He should have played 5...0-0 or 5...c5.

The Samisch Variation (5 f3) in the King's Indian has a clear plan for white to follow. But white has to be careful about a possibility that could cost him an important pawn.

1 d4 Nf6 2c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0-0 6 Be3 e5 7 d5 a5 8 Qd2 Na6 9 Bh6? Ne4!



If now 10 Ne4 or fe4, then 10...Qh4 and next move 11...Qh6 when black has got back his piece and gained a pawn.

This same idea was used in the following game played in the 1995 National B at Madras.

E. Joseph- M.Aaron

1 e4 g6 2 d4 Bg7 3 c4 d6 4 Nc3 Nf6 5 f3 0-0 6 Be3 e5 7 d5 Nbd7

The game has transposed to a King's Indian Samisch from the Pirc Defence!

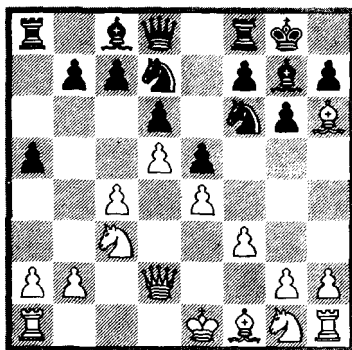
8 Qd2 a5 9 Bh6?

See diagram

Black to play

9..Ne4! 10 fe4 Qh4 11.g3 Qh6 12 Qh6 Bh6 13 Nb5

In comparison with the previous example, white has some play through attacking c7 and later d6 because black's knight is on



d7 and not on a6. But black's position is so good that he always stays one pawn ahead till he wins the game on the 40th move.

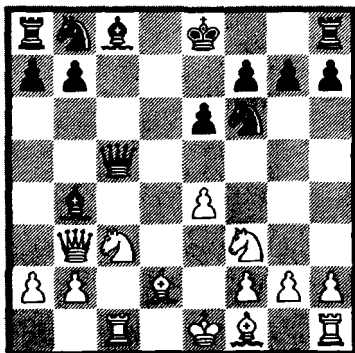
13...Nc5 14 Nc7 Rb8 15 Nb5 Ne4 16 Bg2 Nc5 17 Nd6 Nd3 18 Ke2 Nb2 19 Nf3 e4! 20 Nd4 Bg4 21 Kf1 e3 and black went on to win.

Faulty Traps

Sometimes a trap can be unsound. When confronted with a trap a player should examine it deeply and test its soundness. Sometimes your opponent might plunge into an unsound variation thinking that he is winning. The next game is a very fine example from women's chess.

Keller-German-Kertes

1 d4 d5 2 c4 e6 3 Nc3 Nf6 4 cd5 Nd5 5 Nf3 Bb4 6 Qb3 c5 7 e4 Nf6 8 dc5 Qa5 9 Bd2 Qc5 10 Rcl

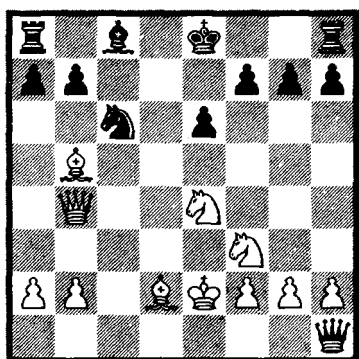


In this position the Hungarian lady player Kertes played a combination to win a pawn.

10...Ne4 11 Bb5 Nc6 12 Ne4!

Black had not anticipated this giving up a rook with check. She had expected only 11 0-0 Nd2 when she would have won a pawn.

12...Qc1 13 Ke2 Qh1 14 Qb4

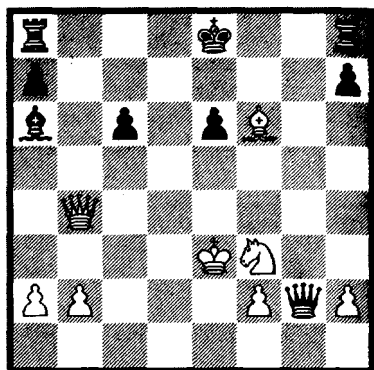


White has sacrificed a pawn and two exchanges. But her position is fully developed. On the contrary, black's queen is out of the game at h1 and her king is caught in the centre unable to castle. Further, she has no prospects of completing development quickly and taking the king to some safe corner.

14...Qg2 15 Bg5

The threat is 16 Qe7#

15...f6 16 Bc6 bc6 17 Nf6 gf6 18 Bf6 Ba6 19 Ke3



An amazing position. White has sacrificed two rooks for only one knight and is threatening the uncastled black king in the centre with immediate mate. White's king is also uncastled, and stuck in the centre, but the black forces are in no position to take advantage. If now 19...Kd7 20 Qe7 Kc8 21 Be5 with mate on c7.

19...Kf7 20 Qe7 Kg8 21 Ng5! 1-0.

The only answer to both 22 Qf7# and 22 Qg7# is 21...Qg5 giving up the queen. The reader should work out for himself how white should continue after that.

Chapter 64

Unnatural Squares

We all have a general idea of which piece should be developed where. For example, knights are best placed at f3, c3 (f6, c6 for black) because from those squares they control or influence two of the four central squares: e4, d4, e5, d5. And for bishops, active positions mean b5, c4, g5, f4 thought fianchettoing at g2 and b2 also have their strong points. And we all know that the rooks are best when placed on open files as they will gain access to the 7th or 8th ranks.

There are exceptions to almost all rules in different circumstances. Moves like Nh4 and Na4 taking the knight away from the centre can have their own special significance in a game when the position in the centre is already fixed. In this piece, the emphasis is not on such exceptions but in getting the opponent's pieces placed in unnatural squares. An out of place rook or a knight played to the bishop's fianchettoed square are some of the situations you should avoid and if possible force such things on your opponent.

Knights could be easily misplaced in the opening. In the first example, the opening is the Wing Gambit in the Sicilian Defence. Black hits on the unfortunate idea of enticing white to advance his pawns too far, but in the process his knights get placed on unnatural squares. The white pawns advance and by the 14th move white has already won one of the knights by just making only pawn moves.

Marshall-Razozin

New York, 1940

1 e4 c5 2 b4 cb4 3 a3 Nc6

3...d5 is best here.

4 ab4 Nf6?

A grave strategical error after which black is obliged to move his knights to white's tune. 5...d6 was better.

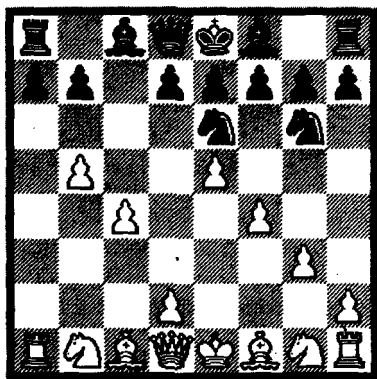
5 b5 Nd4 6 c3 Ne6

This is a very unnatural square for the knight. From here it blocks the development of both of his bishops and also becomes a willing target for whites marauding pawns.

7 e5 Nd5 8 c4 Ndf4

After 8...Ndc7 9 d4 white has a tremendous position with black having not one, but two, knights on unnatural square. Still it was better than what happens in the game.

9 g3 Ng6 10 f4



10...Ngf4?!

Black was almost obliged to make this sacrifice. However, even in a bad position, it is possible to put up a fight if one has the will for it. Here black could try 10...Qc7! Preventing f4-f5 and if then 11 d4 Nd8 12 f5 Ne5 13 Bf4 (if 13 de5? Qe5 followed by Qxa1) d6 14 de5 de5 15 Be3 Bf5 and blacks position is much better than in the game.

11 gf4 Nf4 12 d4 Ng6 13 h4 e6 14 h5 and white won.

World Champion Emanuel Lasker was famous for fighting from lost positions, and

surviving. In the following game against the inventor of the Caro-Kann Defence, he is unable to succeed because his rook is locked up at the unnatural a7 square.

Caro-Lasker
Berlin 1890

1 Nf3 d5 2 d4 Bf5?!

This move is premature as demonstrated by this game.

3 e4 c6 4 Qb3 Qc8

Perhaps the best would be the awkward 4...b6 with no bishop to occupy b7.

5 cd cd 6 Nc4 e6 7 Bf4 a6

White was threatening 8 Nb5, but this move weakens b6 and white is quick to exploit it. The reader should analyse black's alternatives here...Be7 and ...Nf6 planning to meet 9 Nb5 with ...Na6.

8 Na4 Ra7

This is the only way to avoid the knight for 9 Nb6. If 8...Nd7 9 Rc1 Qd8 10 Qb7 wins. Now the rook get locked up in a7, a very unnatural position for the rook.

9 Nb6 Qd8 10 Bb8! Qb8 11 Qa4 Ke7

Now black has got two of his pieces in unnatural positions - his rook on a7 and his king on e7 which blocks the development of his Bf8

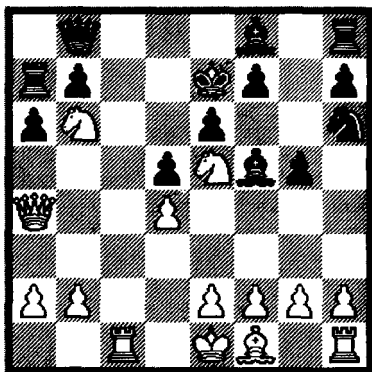
12 Rc1 g5

It looks like Lasker has gone mad. But see the alternatives: If 12...Nf6, 13 Nc8 forks king and rook. Or if 12...Kf6, 13 Nd7 forks king and Queen. And if 12...f6, 13 Qd7 is mate. Therefore Lasker plays 12...g5 and hopes that white would win the exchange with 13 Nc8 Kf6 14 Na7 when white would have the luxury of being only the exchange down. But this position is worth more than the exchange for white. He wants more

13 Ne5

White is now threatening mate in two starting with 14 Qd7. If black stops this with 13...Nf6 then 14 Nc8 Kd8 15 Nf7#

13...Nh6



14 Nc8! 1-0 because white must either allow mate or lose his queen.

This game is an eloquent example of black's misplaced pieces. Except the prematurely developed bishop, black's rook, king, knight and even queen are on unnatural squares. No wonder the end came so fast.

In the next example we illustrate how in a tense middle-game a player put his pieces in unnatural squares leading to defeat.

M.Aaron - S.N.Dave
National B, Delhi 1980

1 e4 Nf6 2 Nf3 g6 3 B4 Bg7 4 Bb2 d6 5 d4 c6 6 Nbd2 a5 7 b5 cb 8 cb b6 9 e4 d5?!

This leads to relocating his knight on h6, an unnatural square for the knight. Better was 9...Bb7 10 Bd3 0-0 to be followed by ...Nbd7 and ...e5.

10 e5 Ng8 11 h3 h5 12 Rc1 Nh6 13 Be2

If 13 Bd3, Bf5

13...Ra7 14 0-0 Rc7 Qc7 16 Qb3 Qd8

Black still hopes to play ...Bf5 and therefore avoids 16...e6. Quickly white controls the open c-file, making black take unwise decisions'

17 Rc1 0-0 18 Ba3 Re8 19 Qc3 Bf8

This leads to the exchange of his fianchettoed bishop in the castled position

which is very bad. Better was to seek counter-play with 19...f6.

20 Nf1

White activates the only piece on his side which was not doing much. If black tries to activate his Nh6 via f5, white will let it stay on f5 preventing the development of the Bc8 and invade the queen-side via c7.

20...e6

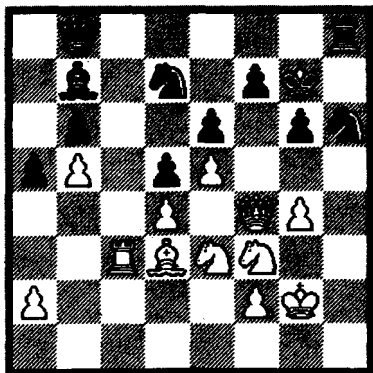
Finally black reconciles to locking in of his Bc8. But in this process he has exchanged off his good bishop which was useful to plug the black squares on the king-side. Quickly, white shifts his attack to black's enfeebled king-side.

21 Bf8 Kf8 22 Qd2! Kg7 23 Qf4 Bb7 24 g4 hg 25 hg Nd7 26 Ne3 Rh8?

The next few moves show that black has no plan. He should play ...Qb8 and challenge the Rc1 with ...Rc8. However, after 26...Qb8 27 Kg2 intending Rh1, white has a very promising king-side attack.

27 Kg2 Ba8 28 Bd3 Bb7 29 Rc3 Qb8?

This was the wrong time to play ...Qb8.



30 Rc6! Bc6

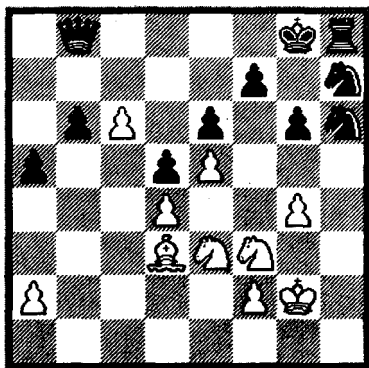
This was forced as otherwise the rook would invade d6.

31 bc6 Nf8

This was the only square available for the knight as black has just played Qb8.

Now one more black piece huddles around the king occupying an unnatural square without any use.

32 Qf6 Kg8 33 Qe7 Nh7



34 Ba6! Kg7 35 a4

If 35 c7 Qa8 and black will return the exchange for the dangerous c-pawn. Now white makes sure that black cannot generate any counter-play with b6-b5 in the future. Black is so hopelessly tied up with his pieces on unnatural squares on the king-side that he cannot take advantage of this non-threatening move.

35...Qa8 36 Qb7 1-0.

If 36...Qb7 37 Bb7 Ng8 38 Nc2! Ne7 39 Na3! planning Na-b5-d6 and then c6-c7-c8.

The Evans Gambit is rarely played nowadays. But a hundred years ago, it was very popular as it gave much scope for combinative play. In those days, defensive techniques were not developed and the player with the attack went for the throat, not counting pawns and pieces. In the following game black is forced to place his knight on e7 instead of on the natural f6 square and see what fireworks develop from that situation.

**Clemens-Eisen-Schmidt
Dorpat 1862**

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 (The Evans Gambit) 4...Bb4 5 c3 Bc5 Nowadays

5...Be7 is considered to be best. 6 d4 ed4 7 cd4 Bb6 8 0-0 d6 9 Nc3 Bd7? 10 e5 de 11 Re1 Ne7

Here 11...Nf6 is met by 12 de5 followed by a dangerous attack. The f6 square is the natural position for a knight defending the king-side. With the knight now on e7 white can undertake several attacking strategies against the king.

12 Ng5! Be6

If 12...0-0 13 Qh5 and black must decide which of his two important pawns on f7 and h7 he would like to part with. This situation is directly due to the Ne7 move.

13 Be6 fe6 14 Ne6 Qd6 15 Ng7 Kf8 16 Qg4 Bd4 17 Ne4 Qb4 18 Ne6 Ke8 19 Nf6 Kf7 20 Ng5! Kf8

If 20...Kf6 21 Qe6 Kg7 22 Qf7 Kh6 23 Ne4 mates.

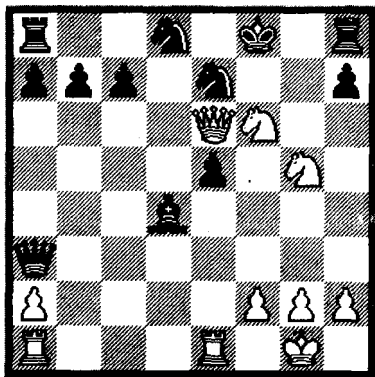
21 Ba3!!

White must take care of black's threatened mate first and this bishop is not needed for the final mate. The players in the previous century were not good defensive players, but they were terrific in attacking play.

This game is rightly described as one of the first immortal games of chess literature.

21...Qa3 22 Qe6 Nd8

This is the only move to stop mate on f7. Curiously the four knights on the board are placed along a diagonal. Two moves later, all the knights will make a perfect square leading to an unusual smothered mate!



23 Qf7!!! Nf7 24 Ne6 mate.

Chapter 65

Giving Odds

When I was a young boy, I used to play chess with my father whose chess was then very superior to mine. To make the game interesting he would remove his queen at the beginning and play against me. With an extra queen I found it easy to play and soon started winning. Then he removed only his rook and played. Then as I improved and started beating him he changed the odds to a bishop. Then finally he would play 1 e4 e5 Bc4 Bc5 3 Bf7 giving up a bishop for a mere pawn. Only when I was able to beat him with these odds did we start playing with equal pieces. This method of playing with beginners is good when training partners of approximately the same strength are not available. They can be inspired to play strongly if they believe they have reasonable chance of beating the stronger player.

Nowadays giving odds at chess is unheard of. However, one can say that simultaneous displays, especially clock simul where the master plays about six players with six clocks also constitute giving odds.

But giving odds continues to be the best way for two players of vastly different strengths to play against each other on an approximately equal level.

The players of the 19th and early 20th century enjoyed games with odds. Quite many of them are instructive and worthy of study.

Kashdan - Horneman New York 1930

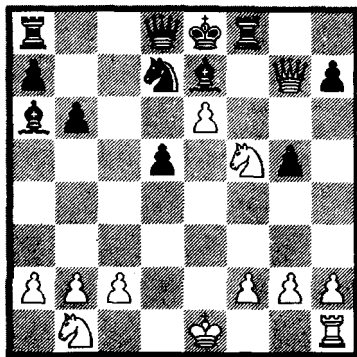
(Remove white's Ra1)

1 e4 e6 2 d4 d5 3 e5 c5 4 Qg4 cd4 5 Nf3 Nh6 6 Qh3 Be7 7 Bd3 b6 8 Qg3 Nf5 9 Bf5 ef5 10 Qg7 Rf8 11 Nd4 Ba6? 12 Nf5 Nd7 13 Bg5 f6

The game could be drawn here by perpetual check after 13...Bg5 14 Nd6 Ke7 15 Nf5 Ke6 16 Nd4 Ke7 17 Nf5. Black may not

have seen this variation, or, having started with a rook more, might have felt obliged to win.

14 e6! fg5



15 Qg6!! hg6 16 Ng7#

A smothered mate in the centre is not common.

Albin - Amateur

(White plays without his queen but makes two moves first)

1 e4 2 d4 d5 3 ed5 Qd5 4 Nc3 Qd4 5 Be3 Qe5 6 0-0-0 Nc6 7 Nf3 Qa5 8 Rd5 Qb4 9 Nb5

So early in the game, white threatens mate in one by 10 Nc7. This has been possible because of the rapid development of the white forces while for black, only the queen has been active.

9...e6 10 Nc7 Ke7 11 Bc5 Kf6?

White has been able to offer the odds of a queen only because black is a player who can be depended on to play very weakly. Black can win by 11...Qc5 12 Rc5 Kd8 with a double attack.

12 Ne8 Kg6 13 Rg5 Kh6 14 Be3!

White is no longer interested in the queen. He wants the king.

14...Qe7 15 Rg7 Kh5 16 g4#

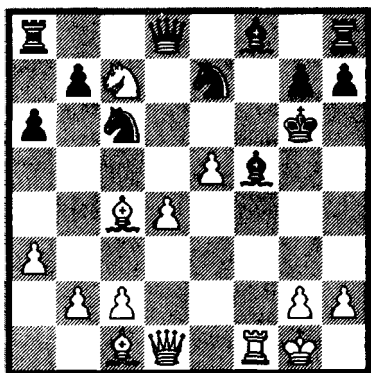
Tarrasch - Fielder
Nuremberg, 1892

(Remove white's rook at a1 and place his a2 pawn on a3)

1 e4 e5 2 f4 Nc6 3 Nc3 Nf6? 4 fe5 Ne5 5 d4 Nc6 6 e5 Ng8

After just six moves black has only one piece out and the centre is in white's control. Such situations are the launching pads for decisive attacks.

7 Nf3 d6 8 Bb5 Bd7 9 0-0 Nge7 10 Ng5 Bf5 11 Bc4 d5 12 Nd5 a6? 13 Nf7!! Kf7 14 Nc7 Kg6



15 Qg4!! Bg4 16 Bf7#

Amateur - Tarrasch
Munich 1908
(Remove black's f-pawn)

1 e4 Nc6 2 d4 e5 3 Nf3 ed4 4 Nd4 Nf6 5 Nc3 Bb4 6 Nc6 bc6 7 Bd2 0-0 8 Bd3 d5 9 ed5 Ng4 10. 0-0 Qh4 11 h3 Rf2! 12 Qe1

If 12 hg4 Bc5 13 Ne4 (13 Rf2 Qf2 14 Kh2 Qh4#) 13..Rf1 14 Kf1 Qh1 15 Ke2 Bg4#. Or if 12 Rf2 Qf2 13 Kh1 Qg3 14 hg4 Qh4 15 Kg1 Bc5 mating.

12...Bc5 13 Ne4 Rf1 14 Kf1 Nh2 15 Ke2 Qg4 16 hg4 Bg4#

Morphy - Amateur
New York 1857
(Remove the Nb1)

1 e4 e5 2 Nf3 Nc6 3 Bc4 Bc5 4 b4 (The Evans Gambit) 4...Bb4 5 c3 Bc5 6 0-0 Nf6 7 d4 ed4 8 cd4 Bb6 9 Ba3 d6 10 e5 Ne4 11 Re1 d5 (After this the Ba3 controls f8 and black cannot castle into the safety of the king-side). 12 Bb5 Bg4 13 Rc1 Qd7 14 Qa4 Bf3 15 Rc6! 0-0-0 16 e6!

The immediate 16 Rb6 Qg4 17 g3 also wins, but the text makes the outcome very clear.

16...fe6 17 Rb6 1-0.

If 17...c6 18 Bc6 bc6 19 Qa6 mates. Or, if 17...Qf7 18 Rb7!! Kb7 19 Bc6 Kb8 20 Rb1 mates.

Morphy - Knight
New Orleans, 1857
(Remove the Ra1 and the Nb1)

1 e4 e5 2 f4 ef4 3 Nf3 g5 4 Bc4 Qe7 5 d4 d5 6 Bd5 c6?

It was too much to expect the odds taker to know that ...Nf6 critically destroying white's centre is the best here. Now Morphy gives away a bishop to completely shatter black king's cover. Note that he is a rook, knight and bishop behind. Later, he will give away a knight also!

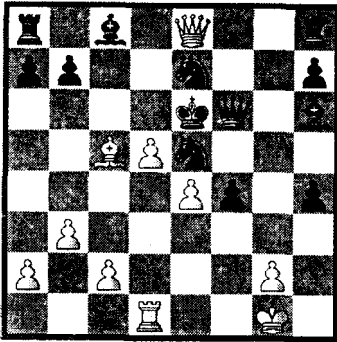
7 Bf7 Qf7 8 Ne5 Qf6 9 Qh5 Ke7 10 h4 gh4? (10...Bh6) 11 0-0 Bh6 12 b3! Nd7 13 Ba3 c5 14 Rd1!

With f4 well controlled by black, Morphy finds a different way to get at the black king. All of white's pieces are working at full power while most of black's forces are still at home.

14...Ne5 15 Bc5 Ke6

If the king moves to the d-file, 15 de5 will win the queen through a discovered double attack.

16 Qe8 Ne7 17 d5#!!



Thorold-Amateur
Yorkshire, 1882
(Remove the Nb1)

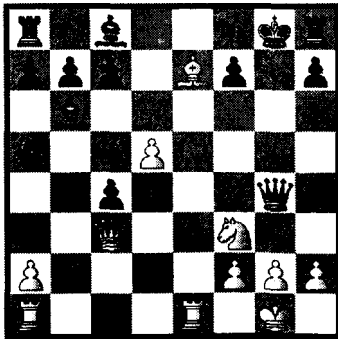
1 e4 e5 2 Nf3 Ne6 3 Bc4 Bc5 4 b4 Bb4 5 c3 Bc5 6 0-0 Nf6 7 d4 ed4 8 cd4 Bb6 9 e5 d5 10 ef6 dc4 11 Re1 Kf8

It is easy to see that this is the only move as 11...Be6 loses the bishop to 12 d5 and if 11...Kd7, 12 d5 Na5 13 Ne5 Kd6 14 Nf7 forks king and queen.

12 Ba3 Kg8 13 fg7 Kg7 14 d5 Na5 15 Be7 Qd7 16 Qd2! Qg4

This takes care of white's threat of Qg5# but the blqw now comes from another direction.

17 Qc3 Kg8



In the diagrammed position, white announced mate in three. In the old days people used to take pride in announcing mate in three or seven or ten or whatever. And then they will tell the forced moves. Here it was:

18 Qh8!! Kh8 19 Bf6 Qg7 (or Kg8) 20 Re8#

Nimzovitsch - Leelaus
Riga 1912

(Remove white's Qd1 and black's Ng8)

1 b3 e5 2 Bb2 f6 3 e4 c6 4 Nc3 Bb4

Natural and best was 4...d5. Nimzovitsch, known as a master strategist cannot afford to play a calm and strategic game here, as he has given very big odds of queen for a knight. He has to bust black quickly or be busted.

5 0-0-0 Bc3 6 dc3!

This naturally develops the Rd1 along the d-file.

6...0-0 7 Ba3 Re8 8 Bd6!

Strategy! Nimzovitsch prevents, as long as possible, the black forces from coming to life.

8...Qb6 9 Nf3!

Black is encouraged to hunt for pawns and neglect developing his queen-side forces.

9..Qf2 10 h4 h6 11 Bc4 Kh7 12 h5 b5 13 Bf7 Re6

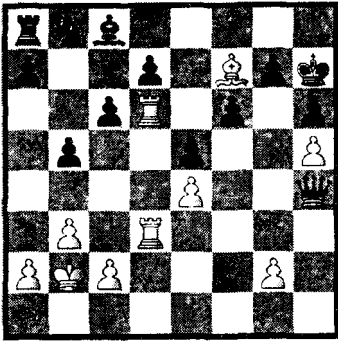
At last, black decided to give up a rook for one of the thorny bishops. He should have done this earlier.

14 Nh4 Rd6 15 Rd6 Qc5

Better would have been 15...c5 to play ...Nc6 or ...Bb7 bringing his queen-side to life.

16 Rhd1 Qc3 17 R1d3!! Qe1 18 Kb2 Qh4

Black is happy that he has knocked off the Nh4, but white has seen far ahead as he has a forced mate.



19 Bg6 Kg8 20 Re6!! 1-0.

White is threatening the simple 21 Re8#. If 20...d6 the other rook mates at d8.

In the next example Blackburne plays without losing a queen and he seems to be losing fast, when he pulls off a beautiful combination sacrificing some more pieces to force mate. No wonder Blackburne was called Black death.

**Blackburne - Harley
Manchester, 1862**

(Remove white's Qd1)

1 b3 e5 2 Bb2 Bd6 3 Nc3 Ne7

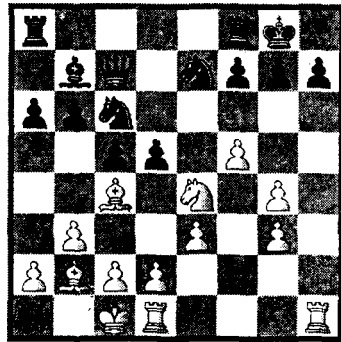
When you have queen more than your opponent, you can take chances like developing your pieces on unnatural squares. But you have to be alert to danger.

**4 e3 0-0 5 0-0-0 c5 6 Nge2 b6 7 f4 Nbc6
8 g4 a6 9 f5 Qc7 10 Ng3 e4 11 Nce4 Bg3 12
hg3**

This develops the Rh1 without making any move.

12...Bb7 13 Bc4! d5

White is threatened with the loss of one of his key pieces in the centre but he has calculated the finale with precision.



14 Rh7! Kh7

If this rook is not taken it will take on g7 with check and the other rook will mate from h1

**15 Rh1 Kg8 16 Nf6!! gf6 17 Bf6 Ng6 18
fg6 fg6 19 Bd5 Rf7 20 Rh8#**

Chapter 66

Sacrificing the Queen

We have often seen several cases where a player sacrifices a knight or bishop for two or three pawns and an attack. Sometimes, the sacrifice occurs because the player is forced to do so. But sacrificing a queen for two or three pieces is not very common. The speculative sacrifice of a queen is almost always dependent on the positioning and effectiveness of the remaining pieces. As in other sacrifices, the beneficiary often has the recourse to give back some of the material to avoid immediate annihilation and still have a little extra material left to win in the endgame.

Two examples are given to illustrate this theme.

Safira Shanaz-Mrunalini Kunte
National Women "A", Salem 1996

1 d4 Nf6 2 Nf3 g6 3 e4 Bg7 4 g3 0-0 5 Bg2 d6 6 0-0 Nbd7 7 Nc3 e5 8 e4 ed4 9 Nd4 Re8 10 h3 Nc5 11 Re1 a5 12 b3

This is the right way to ultimately play a2-a3 and b3-b4. If immediately 12 a3? (idea 13 Rb1 and 14 b4 chasing the black knight on c5) 12...a4! so that when b2-b4 comes, black can capture en passant with 13...ab3 opening an attack with the rook on the a3 pawn.

12...c6 13 Rb1 Qb6 14 Be3 Qc7

On general principles, do not keep your strong pieces along a diagonal or file where an enemy piece is situated even though there are other pieces on the way. Here, the Qb6 and Be3 are on the same diagonal. If black is obliged to move his Nc5, then the White Nd4 can move freely to any square as the Be3 would open a discovered attack on the queen at b6.

15 Qc2 h5 16 Rbd1 Nh7?

Black needs to give priority to developing the queen's bishop. Ideas like Bd7, Rd8,

Bc8 as well as b7-b6, Bc8-b7 and Ra8-d8 deserve careful consideration.

17 Qd2 Nf6 18 Bh6

This is the standard way to begin an attack on the castled king. First, exchange of the defender closest to the king so that the king does not have enough pieces around to protect it. And, if the king has castled in a fianchettoed position as here, then exchange off the fianchettoed bishop.

18...Bh8

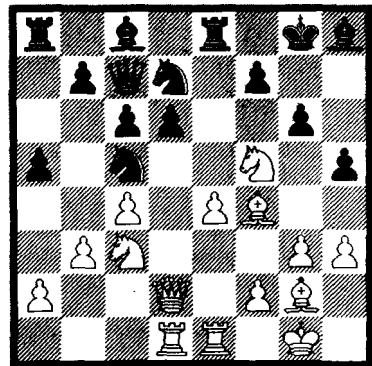
Of course black should avoid exchanging off his best defensive pieces, the fianchettoed bishop.

19 Bf4!

Once again bringing the bishop onto the same diagonal on which the black queen is resting. As soon as white removes the Nd4, there will be a three-fold attack on the d6 pawn with queen, rook and bishop.

19...Nfd7 20 Nf5!?

Safer and more logical seems to be 20 Nde2 Be5 21 Be3 with the threat of 22 f4 driving away the Be5 to grab the pawn on d6.

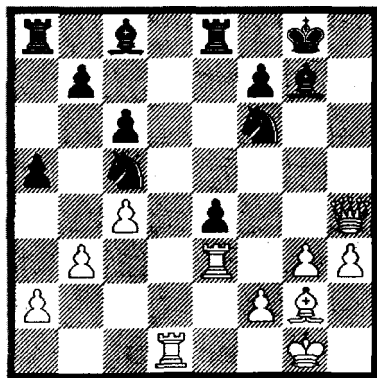


This is an intuitive sacrifice where a player sacrifices material based on general knowledge of the game and mood at the board. In positions like these, everything cannot be calculated. By the sacrifice of this knight, white plans to win at least two pawns (d6 and g6 pawns) and enjoy chasing both king and queen.

20...g5 21 Bd6 Qd6!!

This queen sacrifice would not have figured in white's calculations. White must have thought that after 21...Qd8 22 e5 black would not be able to develop because if the Nbd7 moves, the Nc5 is lost. So, the Nc5 must move and it can go only to a6, far from the theatre of operations, and allow white's attack to continue smoothly. Black gets two knights and a bishop for a queen, but the white queen's mobility combined with black's undeveloped queen's wing makes this sacrifice of doubtful merit. However, under the circumstances the queen sacrifice offered black the best practical chances.

22 Qd6 Bc3 23 Re3 Be5 24 Qh6 Bg7 25 Qh5 Nf6 26 Qh4 fe4



Black has the equivalent of two knights and bishop for queen and pawn. As black is now threatening to complete development by 27...Bf5 and bring the Ra8 into play, white's next move, preventing it, is logical.

27 g4! Nh7 28 Qh5 Bf8

Of course, the threatened Nc5 could move to d7, but then the Bc8 must wait some more time to see action. Understandably, the undeveloped Bc8 is on the top of black's agenda. White now targets black's important e4 pawn through the pin along the e-file. But the Bf8 brings in some hidden resources for black.

29 f3 Ne6! 30 Re4

This loses the exchange. Perhaps it was better to lose the exchange by 30 fe4 Bc5 31 Kf2 rather than as in the game because it is better to lose the rook for the active fianchettoed bishop than for the Nh7.

30...Nf6 31 Qh4 Ne4 32 fe4 Be7 33 Qg3 Bc5 34 Kh1 a4!

This is the best way to develop the Ra8, through file it was born on!

35 g5 Nf8 36 h4 ab3 37 ab3 Ng6 38 h5 Ne5 39 Rf1 Ra2

Now black is better with all pieces in play. All that white can do is try to attack the king with g5-g6.

40 g6 fg6 41 hg6 Kg7!

This is no defensive move. It threatens to win with ...Rh8! Now white is forced to sacrifice the rook just to survive.

42 Rf7 Nf7 43 g7 Kf7 44 Qf4 Ke7

With the equivalent of queen and pawn for two rooks and bishop, white is bound to lose unless she takes off some material from black or gives perpetual check. Black, on the other hand will try to escape perpetual checks to carry out a victorious counter-attack.

45 Qe5 Kd8

The Bc5 was lost anyway. Now, black uses the time to bring his pieces to more threatening positions.

46 Qc5 Rh8 47 Kg1 Rg8! 48 Qd6 Ke8 48...Bd7 49 Qb8 Bc8 would only repeat moves.

49 Qe5 Kf7 50 Qf4 Ke7

As the game was anyway heading for a draw, black could have tested white with 50...Ke6! After 51 Qf5 Kd6 52 c5! Ke7 the draw becomes certain. However if white plays the queen, black would be able to win: 51 Qf5 Kd6 52 Qf4? (Diagonal checks are the mainstay of queens in such positions. If 52 e5 Kc5 53 e6 Kb6 and black wins) 52...Kc5 53 Qe3 Kb4 54 Qe1 (The other check would lose quickly: 54 Qb6? Ka3 55 Qa7 Kb3! 56 Qb6 Kc4 and there is no check. Or, in the above, if 56 Qe3 Kb4! 57 Qe1 - 57 Qb6? Kc4 - 57...Ka4 58 Qd1 Ka5 58 Qe1 Ka6 # and black wins. This is an instructive manoeuvre to get the king out of checks). 54...Kb3 55 Qb1 Ka3! 56 Qd3 Ka4 57 Qd1 Ka5 58 Qe1 Ka6+.

51 Qe5 Kd7 52 Qf5 Ke7

52...Kc7?? would lose to the double attack 53 Qf7.

53 Qe5 Be6 54 Qc7 Bd7 Draw agreed.

A queen sacrifice can win only if the co-ordination of the other pieces is good. The next example is from the 1996 Goodricke International Open.

Ziaur Rahman-T.S.Ravi
Catalan Opening

1 c4 e6 2 g3 Nf6 3 Bg2 d5 4 Nf3 Be7 5 0-0 0-0 6 d4 dc4 7 Qc2 a6 8 a4 Bd7 9 Qc4 Bc6 10 Bg5 a5.

Black's intentions are clear, he intends exchanging his Bc6 for the Bg2. And the plans to plant a knight on b4.

11 Nc3 Nbd7 12 Rfe1 Nb6 13 Qd3 Nfd5

A preliminary 13...h6 was worth considering. After the text, black is compressed on the queen-side and no plan for getting a free game is evident.

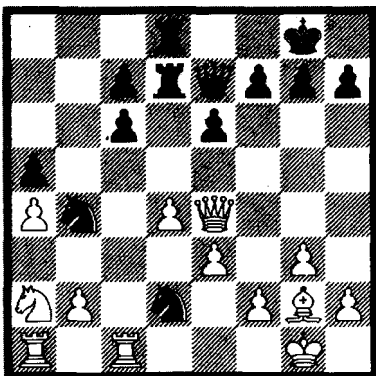
14 Be7 Qe7 15 Ne5 Nb4 16 Nc6! bc6 17 Qe4 Rad8

Considering what happens later on, 17...c5 undoubling the ugly pawns on the c-file was preferable. Black's main worry would have been leaving the Ra8 on the same diagonal as the Bg2.

18 Red1 Rd7 19 e3 Rfd8 20 Rdc1 Ne4 21 Na2!

After the exchange of the Nb4, black's c-pawn as well as the c-file would be whites. But this move seems to be a blunder as the black knight would attack the queen and move to b3 forking both rooks. A queen sacrifice in this position looks very unlikely.

21...Nd2



22 Nb4!!

A startling queen sacrifice for just two knights and a pawn. The basis of this combination is white's strong Bg2, white's control of the semi-open c-file and Black's impotent rooks. It is difficult for anybody to pass up such an attractive offer. Black can decline the queen by 22...Qb4 but after 23 Qc6 Nb3 24 Rc4 Qd2 25 Rc2 Qb4 (25...Qd3? 26 Rd3) 26 Rd1 the knight is likely to be trapped.

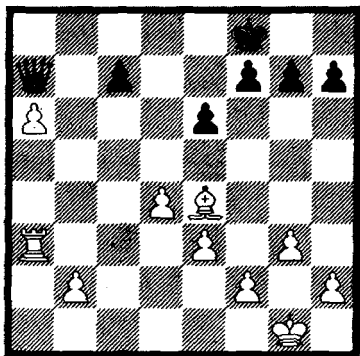
22...Ne4 23 Nc6 Qf8 24 Be4 Ra8?

The power of the knight and the bishop on the queen-side is tremendous. Black gives up the rook for a knight on the next move when it is too late. Now was the time to return some of white's gifts. He should straightaway play 24...Rb8 25 Nb8 Qb8 26 Rc5! g6 (26...Qb2?? 27 Rb1+) 27 Rb5 Qa7 and there is still life, though unpleasant.

25 Rc5 Rb8 26 Nb8 Qb8 27 Ra5 Qf8

This is the only way to avoid losing the queen and being mated. In the meanwhile white has created a dangerous passed a-pawn.

28 Ra8 Rd8 29 Rd8 Qd8 30 a5 Qb8 31
a6 Qa7 32 Ra3 Kf8



33 Bd3!

The bishop will support the a6 pawn allowing the rook to reach b7.

33...Ke7 34 Rb3 Kd6 35 Rb7 Qa8 36
b4! h5

Black is reduced to helplessness.

37 b5 f5 38 Bf1!

Now that the a6 pawn is protected by the b5 pawn, the bishop returns to the long diagonal with deadly effect.

38...h4 39 Bg2

White's threat now is 40 Rb6! cb6 41 Ba8.

39...Qh8 40 a7 1-0.

Chapter 67

Queenless Middle Games

Ziaur Rahman 2460

P.Mithrakanth 2350

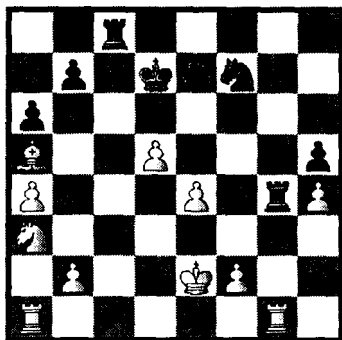
Commonwealth Championship
English Opening A25

Queenless middle-games are not palatable to all players. Some players would go to extraordinary lengths to avoid the exchange of queens. This is very true of young players and beginners who savour the power of the queen. The simple way to play queenless middle-games is to place your pieces in the best possible squares and co-ordinate their lines of action. Development of all the pieces, and not just a few must be given importance. If you have a poor piece when compared with your opponents, try to exchange it off. In queenless middle games, the danger of devastating attacks are very much reduced. So watch for opportunities to use your king actively.

1. c4 e5 2. Nc3 Nc6 3. g3 g6 4. Bg2 Bg7 5. e3 d6 6. Nge2 Be6 7. d3 Qd7 8. Nd5 Nd8 9. e4 c6 10. Ne3 Ne7 11. d4 Bh3 12. Bxh3 Qxh3 13. d5 cxd5 14. Qa4+ Qd7 15. Qxd7+ Kxd7 16. cxd5 (16. exd5 f5 17. Rb1 Rc8 18. b3 would be equal) 16...f5! (After this logical move, black has a slight and nagging advantage) 17. g4 Bh6? (17...fxe4 18. Nc3 Rf8 19. Nxe4 Rc8 20. Ke2 Only move as black is ahead in development and has better prospects in this queenless middle-game) 18. gxf5 Bxe3 19. Bxe3 gxf5 20. Rg1? (Better was 20. f3 Rg8 21. Rg1 Rxg1+ 22. Bxg1 and white is ok) 20...f4 21. Bd2 Ng6 22. Nc3 Nf7 23. Ke2 Rhg8 24. a4 Rac8 25. Nb5 a6 26. Na3 Ne7 27. h4 h5 28. Ba5 Rg4!?

See diagram

(A bold attempt to seize the initiative though it has some slight risk. It is moves like these that win, or lose, a game among equals) 29. Kd3? (Appearances are decep-

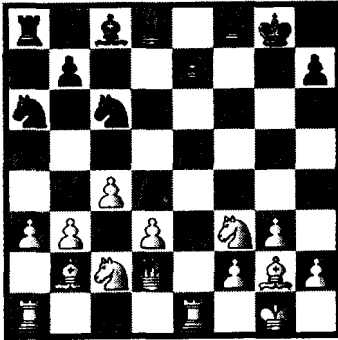


tive. Best was to capture the Rg4 as the two black pawns on g4 and f4 only seem menacing: 29. Rxc4 hxg4 30. Rg1 Rg8 31. Nc4 b5 32. axb5 axb5 33. Nb6+ Ke8 34. b4 with a slight advantage to white as black is tied to the defence of his g4 pawn) 29...Rxb4 30. Nc4 Rh3+ 31. f3 Rg8 (31...Rxf3+? 32. Ke2 and both black rooks are threatened, one by the king and the other by a knight fork). 32. Rxc4 Nxc4 33. Rf1 (White looks for a chance to counter-attack. A pawn down, he dislikes the idea of being tied down to the defence of the f3 pawn with Rf1 as it would allow black to leisurely manoeuvre his knights into attacking positions.) 33...Rxf3+ 34. Ke2 Rg3 35. Nb6+ Ke7 36. Rc7+ Kf8 37. Nc4 (Better was 37. Rxb7 as black can neither play Rb3 nor Rg2 followed by Rxb2 because of ...Nd7 winning) 37...Nf6 (White can defend his e4 with 38. Nd2, but he cannot stop black's passed h-pawn from reaching h1 unhindered.) 38. Rxb7 Nxe4 39. Nd2 Nxd2 40. Bxd2 Rg2+ 41. Ke1 Ng5 42. Bb4 Ne4 43. Kf1 f3 44. Be1 f2! 0-1.

Colin McNab 2465 - Lanka Ravi 2400
Commonwealth Championship

English Opening A14

1 e4 e6 2 Nf3 d5 3 b3 c5 4 g3 Nc6 5 Bg2 Nf6 6 0-0 Be7 7 e3 0-0 Bb2 d4 9 exd4 cxd4 10 Re1 Ne8 11 d3 Nc7 12 Na3 f6 13 Nc2 e5 14 Qd2 a5 15 a3 Na6



The battle for the control over the b4 square has reached its zenith. Black has 4 pieces on that square against three of white's. And one of white's pieces is the queen. However, there are other factors which merit consideration here. The Na6 will be pinned against the Ra8 along the a-file after the exchange of the a-pawns. And the Bc8 is yet to be developed. And is some variations, the Be7 is on the same line as the Re1. Black has an enlarged pawn centre which cannot be maintained in many eventualities. Based on these factors, McNab uncorks a fine combination) **16 b4! axb4 17 axb4 Nxb4 18 Nfxd4! exd4 19 Ba3!** (The pin along the a-file, the weakness of the Be7 and the undeveloped state of the Bc8 have resulted in this position. Black must now sacrifice his queen for quite a few pieces, to reach a fighting position)

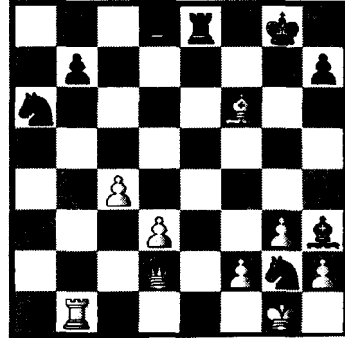
19...Nxc2

(19...Nc6 20 Bxc6 Bxa3 21 Bd5+ Kh8 22 Rxa3 and white is almost winning)

20. Bxe7 Nxe1 21 Bxd8 Nxc2 22 Bb6 Bb3

(Black has a rook and two knights for the queen, but one knight is trapped in g2 and the black pieces lack co-ordination. Such posi-

tions are ripe for combinations with the white queen well placed) **23 Rb1 Rf8 24 Bxd4 Rad8 25 Bxf6!**



(White must play actively and worry his opponent with fresh threats as otherwise black's material advantage will slowly gain the upperhand)

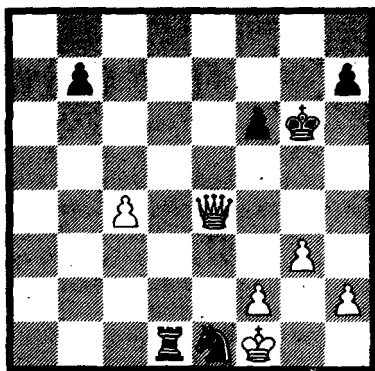
25...Rd7? (Here black had two alternatives both of which are better than the text. The first alternative is of course the capture of the offered bishop: 25...gxf6 26 Qh6 Bd7 27 Kxg2 Bc6+ 28 Kf1 Re6 29 Qh3 Red6 30 Qg4+ Kf7 31 Qf5. The second alternative is winning as it attacks the bishop and threatens to quickly bring the off-side knight on a6 into the game: 25...Rd6! 26 Bc3 [26 Bxg7? Kxg7 27 Qg5+ Rg6 28 Rxb7+ Kf8-+; 26 Bal Rde6 27 Bc3 Re1+ 28 Rxe1 Rxe1+ 29 Qxe1 Nxe1 30 Bxe1 -+] 26...h6 [Without 26...h6, if immediately 26...Rde6 27 Qg5 with advantage to white; or 26...Nc5 27 Qg5-] 27 d4 [White cannot play Rxb7 because of Re1 winning.] 27...Nc5 28 Qc2 Ne4 29 Bal Ng5 30 Qd3 [30 Qb3 Rde6 31 f4 Re1+ 32 Rxe1 Rxe1+ 33 Kf2 Ne4+ 34 Kf3 Nd2+ -+] 30...Ne1-+ and white cannot do anything about the threatened ...Ngf3, Kh1 and Bg2#) **26. Qg5 Re1+** (If 26...Ne1 27 Qh5 Rf7 28 Qxh3 [28 Rxb7?? Nf3+ 29 Qxf3 Re1#) 28...Rxf6 29 Qd7 Nf3+ 30 Kh1 Rb8 31 Rxb7 Rxb7 32 Qxb7 and the black pieces will be no match for the queen and the two mobile passed pawns). **27 Rxe1 Nxe1 28 Qh5! gxf6 29 Qxh3 Nc5** (If 29...Rxd3 30

Qc8+ Kf7 31 Qxb7+ wins the Na6. Black has no time to capture the potentially dangerous d3 pawn.) **30 Qg4+ Kf8 31 d4!** (After this move black loses at least a knight. If the Nc5 moves, the Rd7 is lost.) **31...Rd4 32 Qc8+!** (32 Qxd4?? Nf3+ Now the Nc5 is gone)

See diagram

32...Kg7 33 Qxc5 Nf3+ 34 Kg2 Ne1+ 35 Kf1 Rd1 36 Qe7+ Kg6 37 Qe4+

(The power of the queen is now displayed in all its glory. Wherever the king goes, black is going to pick up pawns or the rook with check) **37...f5** (If 37...Kg5 38 Qf4+ Kh5 39 Qh4+ Kg6 40 Qg4+ Kf7 41 Qxd1) **38 Qe6+ Kg7** (If 38...Kg5 39 f4+ Kg4 40 Qe2+ wins the rook) **39 Ke2** (If



39...Rb1 40 Qxf5 and the rook will be picked up with an appropriate check wherever it goes along the first rank) **1-0**.

Chapter 68

After Game Analysis

To become a cut above the rest, a player must try to play all phases of the game with determination, concentration and a positive frame of mind. Every tournament game that is played for over four hours with time controls is a sample of the players' strength. The most important aspect of chess training is analysing a tournament game with the opponent immediately after it is over, and later on, with the coach, if there is one. Without doing this, walking off in a huff and tearing ones hair and score sheet will never lead a player anywhere. Generally, a well-fought game runs into the endgame which is very interesting to some but of only mild interest to others. There are those who detest the endgame and go to extraordinary troubles not to exchange the queens.

By going through the following game which was played in the 1997 Tamil Nadu State Sub-Junior Girls Championship at Mannargudi, one can get a glimpse of the many things that happen (or do not happen!) in a game played under tournament tension. Sometimes the unplayed variations are more instructive than those actually played. The loser is the National U-14 Girls Champion.

C.V.Rajalakshmi-P.Priya
English Opening

1 c4 e5 2 Nc3 Nc6 3 Nf3 f5 4 d4 e4 5 Ng1?

This move is new, undeveloping, and gives up the fight for the initiative immediately. It is possible that white was taken aback by 3...f5! There were three good alternatives for white:

(a) 5 Nd2 (the simplest) 5...Nf6 (5...Nd4? is met by 6 Nde4!) 6 e3 Bb4 7 Be2 0-0 8 0-0 Re8 9 f3! ef3 10 Rf3 Bc3 11 bc3 d6 Kholmov-Borisenko 1954(!) with an approximately equal game.

(b) 5 Bg5 Be7 6 Be7 Nge7 7 Nd2 Nd4 8 Nde4 Ndc6 and the game is equal.

(c) 5 Bg5 Nf6 6 Nd2. (It is interesting to learn that white went wrong in two grandmaster games with 6 d5?? ef3 7 dc6 fg2 8 cd7 Nd7!! 0-1 Razuvayev-Kupreichik 1969 and Doroshkevich-Tukmakov 1970! However, 6 Nd2 could be more advantageous to white than in the variation (a) where white plays 5 Nd2 without the sortie with his queen bishop, because white's thematic threat of f2-f3 will now have more teeth to it). Here again, the chances are about equal.

(d) 5 Ng5 (this is white's best choice) 5...Nf6 6 e3 Bb4 7 Bd2 Qe7 and white is slightly better. If here 7...h6 (instead of Qe7), 8 Nh3 g5 9 f3 and white is better. Generally, knights are badly placed on the edge of the board. But there are exceptions to rules and the Nh3 here is a case in point. Players should play training games with such positions to absorb these ideas.

A study of these variations indicates that white does well playing f2-f3 in this set-up, and idea which does not occur to white in this game. A good study of chess theory really helps.

5...Nf6 6 e3 d6

Better was 6...Bb4 as this bishop is a hindrance at e7 later on.

7 Nge2 Be7 8 Nf4 0-0 9 Be2 Bd7 10 0-0 Qe8 11 Bd2?!

It is not clear yet, where this bishop's future lies. Perhaps at b2? Therefore, better here was 11 Rb1 for b2-b4. I have noticed that the passive moves Bd2 and Bd7 occur to inexperienced players who give priority to defence.

11...Qf7 12 a3 Rfe8?

The wrong rook! Black's pieces are well situated for king-side activity. She will

eventually have to play g7-g5. Good preparatory moves in this direction would be Kh8, Rae8 to be followed when necessary by Bd8, Bc8.

13 Rc1 a6?

It is better to make such moves only when forced. From the position of black's pieces it is obvious that she must play for a king-side attack from g6-g5. Normal would be Kh8.

14 Ncd5 Rac8

Of course, black loses a pawn after 14...Nd5? 15 cd5 Nd8 16 Rc7.

15 c5 Kh8

If 15...Nd5 16 Nd5 Qd5?? 17 Bc4 pins the queen.

16 Ne7?

There was no need to capture this harmless bishop. The logical sequel to black's play would be 16 Bc4! with a strong king-side attack. If then 16...Qf8 17 Nf6 Qf6 (17...Bf6?? 18 Qh5+- - check this) 18 b4 for 19...f3 etc. Or, if 16...Nd5 17 Bd5 Qf6 18 Bc3 for 19 f3.

16...Ne7 17 Bc4?

As black was anyway going to play d6-d5, this move is a clear waste of tempo. It also shows white's anxiety to close the centre. Better was to start queen-side play with a4, b4, b5, etc.

17...d5 18 Be2 Rg8

At last, black gets on to the right track.

19 Nh5? Nh5 20 Bh5 Qf6 21 f4 Bb5! 22 Be2 Bd7?

The exchange of the white square bishops should favour only black because in the resulting position, white's black square bishop would be hampered by her won pawns blocked on the black squares. Better would have been either 22...Be2 or 22...g5.

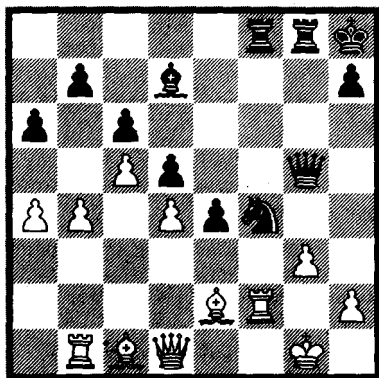
23 b4 c6 24 a4 g5 25 Rb1 g4 26 Rf4 Qg5 27 Rf2 Ng6 28 Bc1 Rcf8 29 g3

This is a position with about equal chances. But imagine this position with both white square bishops taken off the board.

Then black has a very strong attack with h7-h5. However, this g2-g3 was premature. It is generally better to delay moving the pawns in the castled position as long as possible to avoid giving the opponent an objective for an attack. Here, Kh1 was better.

Black is obviously feeling elated with all of her pieces pointed at the king-side. And for a moment, she does not see the inherent defensive strength of the white position....

29...f4? 30 ef4 Nf4



31 Bf4?

Black's play is based on white's pinned g3 pawn. Here, if white unpins the g3 pawn by playing 31 Kh1! it is the black knight which is unpleasantly pinned against its queen and threatened three-ways! If then 31...Nh3 32 Rf8 Rf8 33 Bg5 Nf2 34 Kgl Nd1 35 Rd1 and white has a bishop more.

However, black need not go down so tamely. Fascinating is the variation: 31, Kh1! Be3! And now:

(a) 32 Be3? Nh3 33 Rf8 (33 Bg5 loses a rook after 33...Nf2 and 34...Nd1) 33...Qe3! (if 33...Rf8, 34 Bg5 and white wins as seen earlier) 34 Rg8 Kg8 and here, though white is the exchange and a pawn up, black has a very promising attack. White is in trouble as black's queen and knight are in excellent attacking positions. The threat of ...Nf2 winning the queen has to be parried first. Here white has four choices:

(a1) 35 Qf1 Nf2 36 Kg1 Ne4 37 Kg2 (37 Kh1 Nf2 can repeat) Nd2 38 Qd1 Qe4 39 Bf3 Nf3 wins.

(a2) 35 Qc2 Nf2 36 Kg1 (36 Kg2 Bh3 37 Kg1 Nd3 38 Kh1 Qe4) 36...Nd3! 37 Kg2 Qf2 38 Kh1 Bg4! 39 Qd3 Be2 and there is no defence against the threats of Bxd3 and Bf3.

(a3) 35 Qe1 Qe4 mates.

(a4) 35 Kg2 Nf2! 36 Qc2 Bh3 37 Kg1 Nd3 38 Kh1 Qe4+.

(b) 32 gf4 and 32 Rf4 are best and should win for white with accurate play. The student would benefit by analysing such interesting positions.

31...Rf4 32 Rf4 Qf4 33 Qf1 Qh6 34 Qc1

Black was threatening 34...Rf8

34...Qc1 35 Rc1 Rf8 36 Rb1 Kg7 37 Rb3 Kg6 38 Kg2 h5

A defensive idea worth consideration was 38...Ra8 preventing white's planned b5 because black would get first use of the opened a-file.

39 b5 ab5 40 ab5 Bg4 41 bc6! bc6

If 41...Be2? 42 cb7 Rb8 43 c6+.

42 Ba6

After 42 Bg4 hg4 43 Rb6 Rf6 black has better prospects with his e-pawn and the possibility of his king occupying e4.

42...Bf3! 43 Kg1 Ra8 44 Rb6

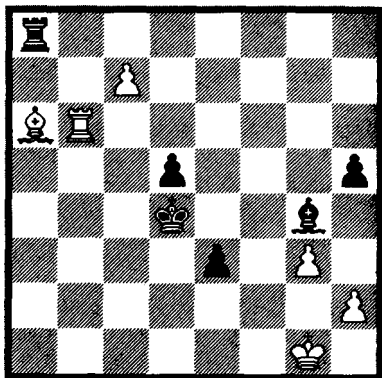
If 44 Bb7 Ra1 45 Kf2 Ra2 46 Ke1 (46 Ke3 leads to mate by Re2 after 47...Kg5! 48 h4 Kg4 49 Bc8 Kg3) 46...Re2 47 Kf1 e3 and black has at least a draw.

44...e3! 45 Rc6 Kf5 46 Rb6 Ke4

The black king has become a fighting force in the endgame. It is difficult to stop

the e-pawn now. White's problems are compounded by her poor king position.

47 c6 Kd4 48 c7 Bg4



49 Rb4?

White is rushing headlong into losing variation, but she had to do something. If 49 Kf1, Bc8 50 Bc8 (50 Rb8 is not possible because 50...Ba6 is check) Rc8 51 Rb7 Kd3 wins easily thanks to the connected passed pawns. But after 49 Kg2! Kc3? 50 h3! The black bishop has to decide whether to cover e2 or c8 and best for her seems to be 50...Bc8 51 Rb8 Ra6 52 Rc8 when the game is equal, but very exciting.

After 49 Kg2 if 49...e2! 50 Be2 (50 Kf2 loses to Rf8+, check this out) 50...Be2 51 Rb8 Ra2! 52 c8Q Bg4 53 Kg1 (If 53 Kf1 Bc8 54 Rc8 Rh2 wins) 53...Bc8 54 Rc8 Kd3 55 Rh8 d4 56 Rh5 and the game is unpleasantly unclear. Analysis of this position will give valuable practice and insight into practical rook endings.

49...Kc3 50 Rg4 hg4 51 c8=Q Rc8 52 Bc8 e2! 0-1.

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I am extremely pleased to hear that Chess Mate is bringing out a book for Beginners who want to learn chess. Books like these can spark a child's interest and develop their talent for the game. I have personally known Mr. Manuel Aaron from my childhood. His expertise will be well appreciated in dealing with basic nuances of the game. Chess Mate is already a well known reference point in the Indian Chess scene. Pooling their rich knowledge and experience together will definitely benefit young chess lovers. I see lots of young minds being very keen followers of the game. The interest and level of knowledge is in many ways truly remarkable. I sincerely hope that the intensity of the interest in the game will only continue to build on the strong foundation. I wish all readers of this book all the best.

- Viswanathan Anand.

This book is an instructive tutor and a collection of very popular articles published in Chess Mate monthly magazine from 1989 to 1997. The idea behind this book is to offer a newcomer fundamentals in openings, tactics, middlegame themes and endgames in one single volume. Most of the positions are from over-the-board play and the illustrations are juicy and to the point. The contents are ideal for both novices and coaches alike. It makes excellent teaching value. The author exhibits his vast experience from his playing days and teaching to make lessons for beginners in this step-by-step guide to excellence in chess.

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